

**SPECIAL
ISSUE!!**

4th Anniversary Blowout Extravaganza!

GAMEPRO

#1 VIDEO GAME MAGAZINE

JURASSIC PARK!

Dinosaurs are back ...
in the Genesis, the Sega CD,
and more! Pg. 36

FREE Special Section!

STAR WARS!
Empire-Beating
SNES Secrets!

16 Pgs
BIG!

ProReviews

Genesis—Splatterhouse 3 • Summer Challenge
Davis Cup World Tour • Jungle Strike
SNES—Battletoads in Battlemaniacs • Alien 3
Final Fight 2 • Dungeon Master
Sega CD—Final Fight • Rise of the Dragon
Duo—Sherlock Holmes Consulting Detective 2

More Street Fighter II!

Turbo for the Super NES!
Champion Edition for the
PC Engine! See Pg. 116

NES—Mighty
Final Fight
Jimmy Connors Tennis
Game Boy—
Avenging Spirit
Game Gear—
Streets of Rage

An IDG Communications Publication

July 1993

\$4.95 Canada \$5.95 UK £2.80



0 74470 65945 7

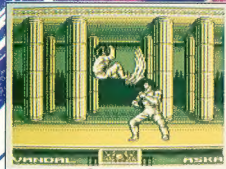
Exclusive!
The **Shaq Attack**
Invades the
Sports Pages!
Pg. 126

**MORTAL
KOMBAT!**

For the
SNES, Genesis,
Game Boy, and
Game Gear!
Pg. 42

Sneak Peek!
3DO CD Games,
The Sega
Channel!
Pg. 30

HIT THE STREETS FIGHTING!



Fists and feet collide in Raging Fighter,[™] the purest, most savage man-to-man slug fest for Game Boy.[®] Enter the Omega League of 7 full size, screen dominating fighters each with 20-40 attack moves including specialized assaults. Use these awesome arsenals of physical brute force to wail on computer controlled foes in the practice mode. Pulverize your opponents in a single elimination pain event. Or vie for the title of Mightiest Mortal in the bone crushing tournament.

You can even inflict unforgettable agony on a friend with the 2 player option using a second Game Boy, Raging Fighter Game Pak and a Game Link.[™] So grit your teeth and clench your fists. In Raging



KONAMI[®]

Fighter you have nothing to lose but use of your limbs!

Konami Game Hint and Tip Line: 1-900-896-HINT(4468), 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Raging Fighter[™] is a trademark of Konami, Inc. Nintendo, Game Boy, and the Official Seal are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Konami is a registered trademark of Konami Co., Ltd. © 1993 Konami. All Rights Reserved.

SUPER NINTENDO

BECAUSE LOSING SUCKS



SUPER ADVANTAGE

That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage.

That's why we've got two ways to keep you winning: the

Super Advantage and asciiPad™ both for the Super NES®. They've got the kind of enhancements you need for today's fiercest games—features like TURBO-FIRE (up to 32 shots

per second), hands-free AUTO TURBO and SLOW-MOTION CONTROL. With all these killer features and cool styling, it's no wonder they're the #1 enhanced

controllers for the Super NES. So take your pick, and then take on the neighborhood. With this kind of power, you'd just better learn how to be a gracious winner.

IT'S HOW TO WIN.



*The asciiPad.
Devastation in the
palm of your hand.*

THEY

Two secret weapons for the



'RE COMING.

Sega™ are incoming, so keep your eyes open. And your head low.

a public service from

ASCIIWARE

TM



C O N T E N T S



Rash, Zitz, and Pimple chase the Dark Queen through the SNES. See page 24.



Fight the bad fight with Mortal Kombat. See page 42.



Dinosaurs make the ultimate return tour! See page 36.

8 Letter from the GamePros

12 The Mail

16 The Cutting Edge

Games on TV starring The Sega Channel! 3DO Games: Crash 'N' Burn and Total Carnage.

22 Hot at the Arcades

Drive for sport with Driver's Eyes or drive for blood with Lucky and Wild.

24 Special Feature: Battleloads in Battlemaniacs

The terrible 'Toads are back to take over the SNES, and Part Two of the Battletoads comic.

30 ProStrategy Guide: Ecco the Dolphin

Part 3 brings Ecco on home.

36 Special Feature: Jurassic Park

Welcome to Jurassic Park for the Genesis, the Sega CD, and more! Enter at your own risk!

42 Special Feature: Mortal Kombat

It's a Mortal Kombat overkill PreView - SNES, Genesis, Game Gear, Game Boy, and Sega CD!

44 ProReviews

44 **Genesis:** Splatterhouse 3, Jungle Strike, Toys, PreView: Journey from Darkness: Strider Returns, PreView: Rocket Knight Adventures

60 **Sega CD:** Rise of the Dragon, Final Fight, Time Gal

94 **SNES:** Final Fight 2, Alien 3, Dungeon Master, Tuff Enuff, Brawl Brothers, PreView: Clay Fighter

106 **Nintendo:** Mighty Final Fight

110 **Neo-Geo:** World Heroes 2

112 **Duo:** Bonk 3 (Duo Chip), Sherlock Holmes Consulting Detective 2 (Super CD)

130 **Game Boy:** Avenging Spirit

134 **Game Gear:** Streets of Rage

116 Special Feature: Street Fighter II Again!

Street Fighter II Turbo's coming for the SNES! In Japan, SF II Champion Edition ready for the PC Engine Duo.

Volume 5, #7, July Issue. **GAMEPRO**® (ISSN 1042-8658) is published monthly for \$24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404, An IDG Company. The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 796-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian orders:** must be pre-paid in U.S. dollars on a U.S. bank and must include \$10/year additional postage.

Cover: Ken Steacy

SUPER NINTENDO
ENTERTAINMENT SYSTEM

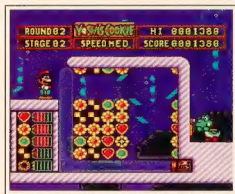
YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin'
helpin' of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 👤 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🎮 Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052



GAMEPRO
STRATEGY GUIDE
 PRESENTS
SUPER STAR WARS #2
 BONUS
FREE
 Super Star Wars
 two of our
 Guide. Maps
 character p

120 *The Sports Page***136** *GamePro Lab Report*

140 Short ProShots

146 S.W.A.T. (Secret Weapons and Tactics)

150 ProNews**158 Advertiser Index**

See page 145
for inside info on
BLOCKBUSTER VIDEO'S
awesome summer
giveaways!

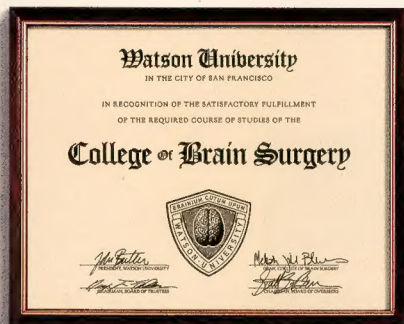
(ENEMIES)

Trouble Troubles

Un-TIE Me!

Move side to side to destroy the Towers. Moving up and down will throw off your aim. Continue firing to sweep the screen clean. Even random shots can help you if they land.

**WHAT'S THE WORLD
COMING TO
WHEN IT'S EASIER
TO GET A DEGREE IN
BRAIN SURGERY
THAN A SEGA™ SEAL OF QUALITY™
ON A VIDEO GAME?**



There are 4,000 brain surgeons just in the United States alone.



A scant 200 Sega Seals were awarded last year in the whole wide world.

The Sega Seal of Quality. With it, you're assured a game has passed the most rigorous battery of quality control and playability tests ever devised, and that it pushes the limits on the fun meter. What's more, the Seal guarantees the game, when used properly and not as a door stop, will not damage a Sega Genesis™, Sega CD™ or color portable Game Gear™.

Without the Seal? Well, about is that you could be setting yourself happens, don't come crying to us.



the only thing we can guarantee up for a big, big headache. If that Heck, call a brain surgeon.

Do Dinosaurs Walk Among Us?

Letter from the GamePros

Jurassic Park – best-selling novel, blockbuster movie, video game, CD game, and this month's cover story – will make dinosaurs the cultural icon of 1993. Video game companies would do well to remember the fossilized lesson of the dinosaurs: Those who don't adapt to the changing environment disappear.

To survive in the increasingly competitive electronic entertainment habitat, smart game companies are finding out that it takes a team effort to come up with a winner. "Strategic alliance" is the hot catch phrase of the moment. Currently strategic alliances are uniting companies ranging from movie powerhouses to cable-communications outfits.

Jurassic Park is a high-profile example of what happens when companies from different fields team up. Sega, Ocean, and Universal Pictures will attempt to herd dinosaurs into the hearts and minds of American gamers and moviegoers. Steven

LucasArts formed a partnership with Silicon Graphics to use its high-powered graphics computers to develop films and electronic games. Sony Imagesoft has a Columbia connection that will result in Dracula, Cliffhanger, Last Action Hero, and Journey to the Center of the Earth...all soon-to-be video games based on films.

The most fascinating and potentially far-reaching alliance (as reported in this month's Cutting Edge) concerns the Sega Channel. Sega's allied itself with Time Warner and Telecommunications, Inc., the nation's number one and two cable-system operators, to create a video games channel. According to Sega, subscribers will be able to play and preview Genesis games by the end of the year.

Video game companies are also looking within their own ranks for suitable matchups. Alliances between Capcom, Sega, and Hudson Soft in Japan will result in several incarnations of Street Fighter II



"Video game companies would do well to remember the dinosaurs."

Spielberg, the film's director, went to bat for a 3DO version of the game by MCA. (3DO is itself an interesting alliance, with Matsushita, Time Warner, AT&T, and Electronic Arts among its team members.)

Of course, Hollywood, the "entertainment capital of the world," has had its sights set on electronic entertainment for a while. The Lucasfilms/LucasArts team produced Star Wars for the SNES (see the Star Wars ProStrategy Guide in this issue) and the soon-to-be announced Super Empire Strikes Back. Recently, however,

for the Genesis and the P.C. Engine. (See the Street Fighter II Special Feature on page 116.) Sega, Disney Software, and Virgin Games are working together to create Disney's Aladdin, based on the hit animated movie. Even adversaries like Sega and Accolade have become allies. (See ProNews, page 150.)

Of course, one major player remains quiet on the alliance front. Nintendo can surely see which way the wind is blowing. If they can't, perhaps they need to be reminded of what happened to the dinosaurs.

GAMEPRO

Publisher	John F. Rousseau
Editor-in-Chief	LeeAnne McDermott
Executive Editor	Wes Nihei
Managing Editor	Susan Lusty
Assistant Managing Editor	Janice Crotty
Senior Editor	Chris Strodder
Associate Editor	Lawrence Neves
Associate Editor	Matt Taylor
Technical Editor	John Fisher
Director of Creative Services	Francis Mao
Associate Art Director	Donna Welsh
Senior Designer	Janette Harms
Production Manager	Patricia Ferguson
Production Coordinator	Alex Lai
Production Coordinator	Teresa Hill
Marketing Manager	Debra Vernon
Marketing Specialist	Valerie Hennigan
Director of Manufacturing	Fran Fox
Manufacturing Coordinator	Cathy Theroux
Circulation Manager	Holly Klingel
Subscription Promotion Specialist	Marcia Newlin
Circulation Coordinator	Karen Bollens



INFOTAINMENT WORLD

President/Founder	Patrick J. Ferrell
Executive Vice President	Global Operations
Executive Assistant and Custom Publishing Production	Lynne Kavish
Accounting Manager	Carmen Manjion
Staff Accountant	Sonja Klise
Human Resource Director	Christine Yarn
Operations Manager	Jeannine C. Smith
Administrative Assistant	Leslie M. Friesen
Administrative Assistant	Tiffany Wallace

For Subscription Problems Only: (303) 786-7459

Entire contents copyright 1993 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions (including, but not limited to, artwork, text, photographs and videotapes) become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® name and logo are registered trademarks of Infotainment World, Inc. Super Nintendo, Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Genesis, Sega CD and Game Gear are Registered Trademarks of Sega of America, Inc. Atari and Lynx are Registered Trademarks of Atari Corp. Turbo-Grab-16 is a Registered Trademark of NEC. Duo is a Registered Trademark of Turbo Technologies, Inc. NeoGeo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For reprints of any article or advertisement that appear in this issue please contact the Infotainment World, Inc. Reprint Dept. at (415) 349-4300.

Member
BPA CONSUMER MAGAZINES

PREPARE YOURSELF



RAYDEN



SUB-ZERO



LIU KANG



JOHNNY CAGE



SONYA BLADE



KANO



GORO



SCORPION



MORTAL KOMBAT

COMING TO LEADING VIDEO GAME SYSTEMS

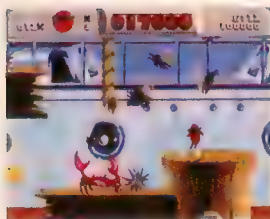
SEPTEMBER 93

INTRODUCING

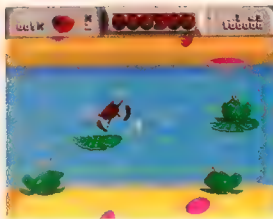


THE NEW
GO!
\$POT





Hot graphics!



Cool moves!



Out of control fun!



Score at the beach!



11 hardcore levels!



6 Bonus rounds!



High energy music!



Wipe out sound effects!



Action you can sink your teeth into!



**"THIS IS ONE OF THE BEST
SEGA CARTS WE'VE SEEN
THIS YEAR! IT'S GOT IT ALL-
EYE-POPPING GRAPHICS,
PUMPING MUSIC AND
EDGE-OF-YOUR-SEAT GAME-
PLAY. COOL SPOT REALLY
QUENCHES THE THIRST
FOR FUN AND WHITE-
KNUCKLE ACTION!"**

SEGA VISIONS
MAGAZINE



LICENSED BY SEGA ENTERPRISES LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM

©1993 Virgin Games, Inc. All rights reserved. Virgin is a
registered trademark of Virgin Enterprises, LTD. ©Down-Up
7UP and SPOT character are trademarks co-owning products
of The Seven-Up Company, Dallas, TX 1993

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES . LTD



THE MAIL

Give Us Letters, Give Us Art!

I've been subscribing to *GamePro* for about a year now, but I'm disappointed with the mail section. It's too short!

David Luong, Vancouver, Canada

I think the magazine should have a page where readers can draw pictures of their favorite characters or games.

Tom Warnke, Schuamburg, IL

(We've always said our readers have the best ideas. We hear, and we obey! As you may have noticed in last month's *GamePro*, we've expanded *The Mail* to two pages, plus we've started giving space to some of the cool envelope art you send in each month. Send us your photograph, and we'll put your face next to your letter. — Earth Angel)



Unfair Opponents

Is it just me, or do computer opponents on some video games cheat? If you're playing SF II above Level 5, don't even think of having a fair fight against Guile, Blanka, or M. Bison. Guile whips off two or three Sonic Booms in a row, sometimes within three seconds. I once had Blanka walk toward me and do a Rolling Attack! What's up with that? On Super Mario Kart, the computer-driven karts act like they're riding on rails. It's impossible for gamers to drive that way. Why do game makers make some games so blatantly unfair to the people who play them?

Jared Spiegel, Machias, NY



In SFII, the computer uses moves normal players can't.

(In a sense, you're correct. The designers give computer opponents the ability to bust moves no human player can execute! Normally, Blanka wouldn't be able to use the Rolling Attack while walking toward you, because he'd have to Charge Back first. By giving the computer "superhuman" abilities, designers not only compensate for the limits of artificial intelligence, but make the game more challenging. The rewards for beating such tough opponents are well worth the effort, though. Try completing *Street Fighter II* on Level 7. If you can do it, you'll see a special ending. After all, who wants to waste their bucks on a cart that's easy to beat. — Slasher Quan)



A Bloodless Mortal Kombat?

I'm very happy that Acclaim will create *Mortal Kombat* for the Super NES, but I hear Nintendo has a rule against "too much violence" in games. Have Acclaim and Nintendo discussed the graphic violence in MK? Without the violence, MK will just be another poor *Street Fighter* clone. Please keep us up to date on this situation.

Garrett Masui, Union City, CA



Will Nintendo cut the violence out of *Mortal Kombat*?

(We went right to the source for the answer to this one. Alyne Mills, a spokesperson for Acclaim, tells us, "Acclaim's goal is to make *Mortal Kombat* as true to the arcade games as possible. We think gamers will be happy." For more information, see our *PreViews* on upcoming *Mortal Kombat* titles on page 42 of this issue. — Hack 'n' Slash)



A Bit of a Problem

Both the Genesis and the Super NES are 16-bit systems, yet they play 12- and 16-megabit games. Could you please explain this to us gamers who wish to know more about our systems?

Thumper, Iowa City, IA

(Questions about bits and megabits confuse more than a few gamers. Both the Super NES and the Genesis are "16-bit" hardware systems, which means that they can process 16 bits of data at a time (twice as many as the NES, which is an 8-bit system). The label "16-bit" here refers to the speed of the hardware's processor.

A "16-megabit" label on cartridge software means something completely different. Megabits, or "megs," refers to the total amount of data stored in the cartridge. Currently, carts come with 4, 8, 12, and 16 megs of data (one megabit equals 1,000,000 bits).

— The King Fisher

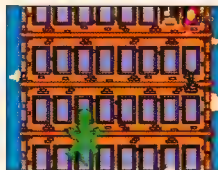


Is Nintendo Dissing Sega?

I've noticed something very controversial in the *Bartizilla*

level of Bart's Nightmare for the Super NES. At one point, it looks like people are throwing Sega Genesis systems at Bart. Excuse me, I thought that this was a Super NES game! Since Sega's their main rival, isn't Nintendo taking a shot at its competition? If Nintendo's dissing Sega, I think it's a low blow.

Sal Piscopo, Brooklyn, NY



(We fired up *Bartizilla* in our Game Lab and saw people throwing...something. Definitely something. Here's the screen, what do you think? — The Unknown Gamer)



Super NES, S'il Vous Plait

Can you hook up the Super NES system to a European television? Also, is the *Street Fighter II* arcade game played in Europe?

Dino Shipman
Panorama City, CA



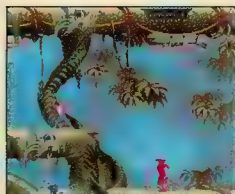
(Pack your passport and your clean underwear, Dino, but don't pack your Super NES when you go to Europe. Unfortunately, European TVs have different display standards (PAL and SECAM) than we do in the US (NTSC). If you plug in an American Super NES across the pond, the picture will be scrambled. Likewise, if you buy a Super NES in Europe, it'll work on European TVs, but not on American TVs.

Honest. It really is a Cartridge Game!

FLASHBACK

THE QUEST FOR IDENTITY™

12 MEG



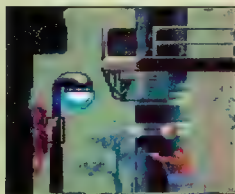
Planet Titan: Outwit and outgun weird mutants and traps to escape from this hostile jungle.



New Washington: You found your memory. Now take on lethal missions to survive undercover.



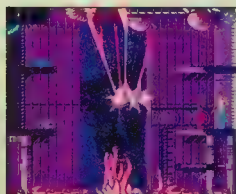
Death Tower: Combat deadly replicants in a futuristic gladiator show. The prize - your life.



Earth: Your cover has been blown. Now robot cops are after your hide.



Paradise Club: You discovered the aliens' headquarters but get trapped in their prison.



Planet Morphs: Transmutating morphs relentlessly defend their planet from your assault.



Exclusive 14-page
Marvel® Comic Book
included inside
the package

Flashback's animation is so fluid, and the graphics so eye-popping, you won't believe it isn't a CD-ROM game. The characters move at 24 frames-per-second and an intense science fiction plot unfolds with animated sequences. With 7 challenging levels and a choice of 3 difficulty settings, you'll wonder how this all fits into a cartridge.

For tips and information:
U.S. Gold GAMEline
1-900-288-GAME (4263)

\$ 85 per minute charge. If you are under 18 years old get your parents permission before calling the GAMEline Touch-tone phone required. U.S. Gold Inc., San Francisco, CA 94111

Now available!!!

The Official Flashback-The Quest for Identity Strategy Guide

A detailed guide of hints, strategy tips and the further adventures of Conrad from Marvel® comics. Call the U.S. Gold GAMEline for information on purchasing it.

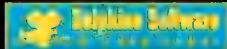


Available
for Sega™ Genesis™

Flashback - The Quest for Identity © 1993 Delphine Software and U.S. Gold Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.



and



Fortunately, you'll find that *SFII* is a big hit in European arcades, so you'll be able to practice your moves while you're there. Bon voyage!
— Rampant Saxon)



Addresses, Please

I was wondering if you could send me the addresses of the following companies: TTI, 3DO, and Electronic Arts.

Don Allen, Mankato, MN

(Here ya go: Turbo Technologies, Inc., 6701 Center Dr. West, Suite 500, L.A., CA, 90045; The 3DO Co., 1820 Gateway Dr., San Mateo, CA, 94404; Electronic Arts, P.O. Box 7578, San Mateo CA, 94403.

— Holly Wood)



sy was final? (Do you follow?) Face it, just like the movies, as long as the first fight is financially fruitful, further fights will follow. Besides, do you really want these great series to end?
— Gideon)



Envelope Art

Great art! In every *GamePro* we'll feature the best art we received that month. The best artist will get their picture in our mag and a free *GamePro* T-shirt, so keep 'em coming.



Sai Piscopo, Brooklyn, NY

The Last Ultimate Final Closing End

If, as the name suggests, Capcom's Final Fight was the last fight, how can there be a Final Fight II? I'm perplexed.

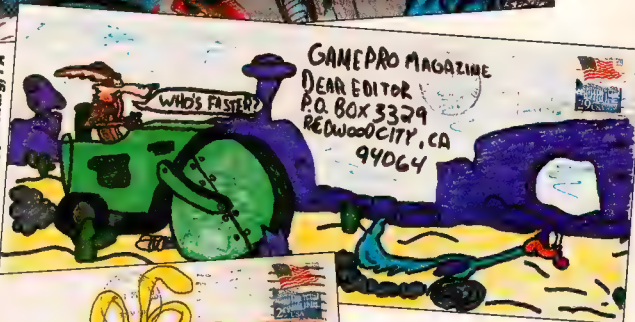
Jennifer E. Barr, Olney, MD



Will there ever be a final Final Fight?

(Hmmm, you may be on to something here, Jennifer. Come to think of it, how can there be a third, fourth, and fifth Fantasy if the first Fanta-

Zack Hair, Shippensburg, PA



Wesley Hobbs, Upland, IN

GamePro's Game Rating System

GamePro's Game Rating System										Challenge
										Beginner
1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.0	Intermediate
										Advanced
										Expert
										Adjustable

Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

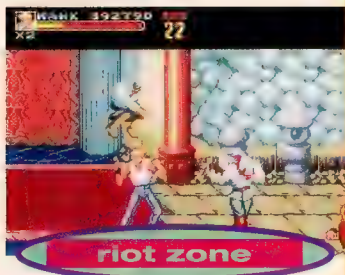
So, Tell Us What You Think.

This is your magazine, so tell us what you'd like to see in it. Here's your chance to design the kind of mag you've always wanted. Send your suggestions to:

GAMEPRO Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Thanks for your help!

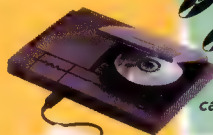


IF YOU
THINK IT
LOOKS

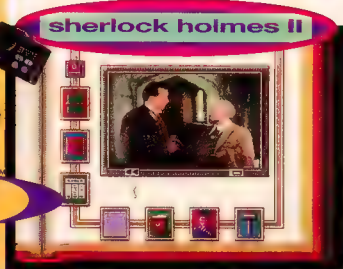


THIS GOOD
STANDING
STILL,
IMAGINE
WHAT IT
LOOKS LIKE
AT 300
R.P.M.

The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average. DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.) Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping \$249 value for free. Gratis. Not a penny. Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's - CD Football, only available on DUO. Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive. All this and more, for around \$299. 300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.



DUO



THE CUTTING EDGE



By The Desk Jockey

President Clinton calls it the "data superhighway," and the industry's top gaming companies are doing their part to help pave this road of tomorrow. This information freeway will deliver video entertainment and information services over the coaxial and fiber optic lines that bring you cable TV.

What does this mean to video gamers? A possible revolution in how games are delivered to your home! Sega's ready to fire up The Sega Channel, a service that sends Genesis games over cable. The Interactive Games Channel is also on its way, and Nintendo could be next.

The Sega Channel

Sega called its shot in a recent press announcement by aligning itself with Time Warner and Telecommunications, Inc. (TCI) to launch The Sega Channel. Genesis owners will be able to subscribe to this premium channel service and play any cartridge game in Sega's vast library without leaving their homes.

Prime Time Any Time

The Sega Channel will be a 24-hour-a-day cable channel, similar to any other premium channel such as HBO or Cinemax. After signing up with your local cable company, you'll insert a special decoder unit into your Genesis system's cartridge slot and connect your

regular TV cable to a wire interface to process the Sega Channel signal. A menu will display the current game offerings, and you'll download a game into the decoder cartridge. The game will be stored in the decoder's memory as long as the power remains on, but you'll have to download it again if you switch off the Genesis.

Cable Genesis

Sega will offer portions of its entire 16-bit cartridge library on the channel, and it will update the selection at least once a month. In addition to current games, snippets of unreleased games will be posted. For example, players might be able to sample the first level of Sonic The Hedgehog 3 before it's available in stores. Sega will use the channel to test-market games, such as the offbeat carts from Japan that Sega of America usually hesitates to bring to North America. Plans also call for monthly themes, such as role-playing and sports. Special promotions, news, contests, and on-line tips will accompany the games.

The Sega Channel is cartridge-based, so it won't work with Sega CD games. Sega is negotiating with Capcom, Konami, Acclaim, and other companies to offer their carts on the channel, but nothing's definite. Sega won't comment on whether The Sega Channel would be compatible with the 32-bit Sega system that we believe is in development.

Can 3DO Hook Up Too?

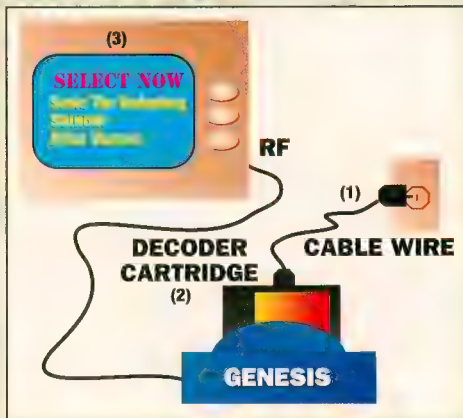
Trip Hawkins, founder of the 3DO Company, has made no secret that part of his vision for the 3DO Interactive Multiplayer includes an expansion device to support a cable interface. Time Warner is one of 3DO's key financial partners, so we wondered if Time's alignment with Sega indicates its relationship with 3DO is on shaky ground. Time Warner spokesperson Edward Adler noted that when the 3DO sys-

tem sells as many units as the Genesis has (12-14 million estimated by the end of '93), it would consider helping 3DO start its own channel. Sega spokesperson Ellen Beth Van Buskirk added that The Sega Channel's joint-venture company, comprised of representatives from Sega, Time Warner, and TCI, may consider proposals for channels based on systems from other companies, including Nintendo and 3DO.

A Fiber Optic Future

Sega's partners in the deal, TCI and Time Warner, are the nation's first- and second-largest cable system operators, respectively. According to these cable-TV giants, the next step for both the cable industry and The Sega Channel is fiber optic cabling. It's a higher-density cable than the coaxial cable currently installed in most American homes. It sends and receives information

faster and more efficiently. Time Warner is currently test-marketing fiber optic cable in Orlando, FL, and TCI is now wiring up fiber optics nationwide, with plans for full mass-market penetration by 1996. This gives The Sega Channel the potential for live, on-line gaming in the future. Players around the nation could battle each other in Street Fighter II: Champion Edition or any other multi-player game on the chan-



The Sega Channel is piped in over your regular TV cable (1) and is translated by the decoder unit cartridge (2). Then a menu appears on-screen (3), and you choose a game to download into the decoder.

FREE Music Video

of your choice

[and no obligation to buy,
see details below]

New Music Video Program

NOT
AVAILABLE
IN STORES!



• 10 Hot **New Music Videos**
Every Month

• **Guaranteed Low Price** only
\$2.98 A Month
Plus Shipping and Handling.

• **Discount Certificates** for
CDs and Cassettes
Worth Up to \$20.00
Every Month.

• **No Obligation to Buy.**

• **Cancel Any Time.**

- **Alternative Rock**
- **Heavy Metal**
- **Rap**
- **Country**

Mail Card below or **Call Now!** 1-800-582-2111 Dept. RC8

ROCK VIDEO MONTHLY

☐ Yes, I want to sign up for this brand new music video program for my VCR. Send me my free music video collection, billing me for just shipping and handling. Each month I'll get a new VHS cassette with ten new music videos - for the guaranteed low price of just \$2.98 plus shipping and handling. I have no obligation to buy anything ever and can cancel any time I want. Send my first and future music videos from this category (check only one):

☐ Alternative

☐ Heavy Metal

☐ Rap

☐ Country

50% INSTANT WELCOME BONUS

at a special off. Just \$1.49 plus shipping and handling.

☐ Alternative

Radiohead, World Party
+ 8 more

☐ Heavy Metal

Arcade, Vince Neil
+ 8 more

☐ Rap

Positive K, Yo Yo
+ 8 more

☐ Country

Confederate Railroad,
Joe Diffie + 8 more

Mr./Mrs./Ms.

Address

Apt

City

State

Zip

Phone ()

Age

RC8

Do you usually buy your music on: ☐ CD ☐ Cassette Do you have a credit card? ☐ yes ☐ no

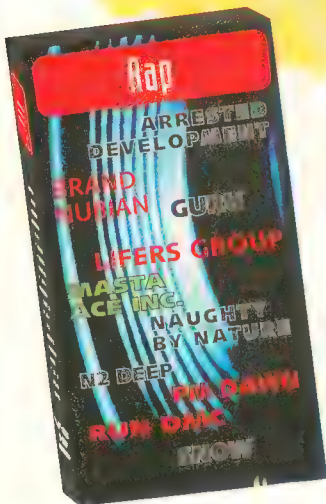
Have you ever bought anything by mail? ☐ last 6 months ☐ last year ☐ never

We reserve the right to ask for additional information, reject any application, or cancel any membership. Limited to new members only. One membership per family. Local sales tax, if any will be added. We reserve the right to substitute any video in this ad. Some videos may contain material objectionable to some viewers.

FREE Music Video

of your choice
[and no obligation to buy]

New Music Video Program



- **Alternative Rock**
- **Heavy Metal**
- **Rap**
- **Country**

Here's a brand new music video program for your VCR. Every month you'll receive 10 new, full length videos from your favorite musical category.

And your first Rock Video Monthly cassette is **free**. Just fill out the coupon and choose the video you'd like to receive from the 4 offered in this ad. Every month we'll send you a new VHS cassette with ten new music videos -- from the music category you've selected -- for only \$2.98 plus shipping and handling.

Not Satisfied with your free video? Just write "CANCEL" on the invoice and send it back with the cassette. It's that simple.



BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 22 TAMPA FL
POSTAGE WILL BE PAID BY ADDRESSEE

rockvideo
MONTHLY

**P.O. Box 61096
Tampa FL 33661-1096**

**NO POSTAGE
NECESSARY
IF MAILED IN
THE UNITED
STATES**



- **10 Hot New Music Videos Every Month**
- **Guaranteed Low Price. Only \$2.98 a month Plus Shipping and Handling**
- **Discount Certificates for CDs and Cassettes Worth up to \$20.00 Every Month**
- **No Obligation to Buy**
- **Cancel Any Time**



nel. Sega could also create special versions of games to accommodate dozens of players.

Gamers Get Connected

Stand by for video lift-off. The Sega Channel has ambitious plans for a trial run in select locations this fall, with a nationwide launch scheduled in the spring of '94. The basic service will cost approximately \$10 per month, though no price has been set on the decoder unit. Sega expects to sign up two million subscribers by year-end '93. More details should be released at the National Cable Television Association (NCTA) show in San Francisco in early June.

**Sega of America, 130 Shoreline Rd.
Redwood City, CA 94065
415/591-7529**

The Games Channel Due in Fall '93

It's been over a year since we looked at The Games Channel (see Cutting Edge, April '92), so here's an update. The Games Channel is no heavyweight in the video gaming industry (yet), but it plans to finally make a splash with a nationwide roll-out this fall.

Two Kinds of Gaming

For \$9.95 you'll get 20 hours of play each month, and \$19.95 buys you 60 hours. The basic games aren't traditional video games, but on-line interactive TV games. Game types will include trivia, mystery, role-playing, education, gambling, and game shows. You'll watch a game and dial in the answers on any telephone.

As an additional service, The Games Channel will also offer cartridge-based video games. You'll be able to dial up a computer over the phone lines and download Genesis, Super NES, or NES games into a Super Power American Champions cartridge (SPAC). The SNES and Genesis SPACs hold up to 28 megabits of

game information and cost \$149.95. For the same price, the NES version holds 12 gaming megabits. These SPACs let users buy games and download them permanently in memory until they're replaced with fresh games. Stripped-down SPACs that can store games only in active memory (until the power is turned off) are sold for \$49.95.

The video games will all be non-violent, and they will focus on such themes as education and personal enrichment. The American Champions brand will initially offer 25 games, but The Games Channel also hopes to post games from other companies.

TGC's Next Level

In the future, The Games Channel plans to take advantage of fiber optics, as well as a new digital video compression (DVC) technology, which works over existing cable lines. With DVC enhancement, regular coaxial cable can send approximately 10 times more data, and can receive data, too. Digital video compression could be in homes everywhere by 1996, and would enable TCI, Time Warner, and other cable companies to broadcast many more channels than they can today.

The Games Channel plans to use DVC for live, on-line, competitive gaming. It would enable users to play both the TV games and video games over cable, and they wouldn't have to use the phone lines. The Games Channel could give Sega a run for its money — and its subscribers!

**The Games Channel
26 Parkwood Ave.
Toronto, Ontario, M4Z-2X1
Canada
800/567-8965**

Nintendo to Broadcast Video Games via Satellite?

That's the question the whole video game industry is trying to answer. As reported in ProNews (May '93), Nintendo has purchased a satellite broadcasting company in Japan. According to well-placed sources, Nintendo plans to begin beaming games to Japanese satellite subscribers as soon as April of next year.

This would be an unlikely service to bring to mass market in the United States, because individual users would have

to purchase a satellite dish to receive the signal. One source speculates that Nintendo could solve this problem by installing local-area satellite dishes, which would serve entire neighborhoods or apartment buildings. Nintendo also might abandon the satellite plan in the States and simply create a cable-based Nintendo channel to compete with Sega. To date, Nintendo has declined to comment.



Crystal Dynamics Games: 3DO Gets Real



By The Whizz

The 3DO Interactive Multiplayer is practically a legend before its time. As more software begins to surface, however, the game-playing potential of this powerful 32-bit CD-ROM system is beginning to materialize.

terrain in real time to create waves and simulate earthquakes. Likewise, their Intelligent Graphic Orientation Tool (IGOT) enables programmers to painlessly import graphics of up to 32,000 colors from IBM or Macintosh drawing programs to the 3DO graphics format.

high-speed driving with lethal weaponry. The riotous racing action takes place on 30 tracks in a highly detailed three-dimensional world that consists of polygonal shapes that are completely texture mapped. Crystal Dynamics prefers the more elegant term "texture sculpting," but the process is the same. Texture mapping (or sculpting) is essentially a technique that "grafts" detailed pictures onto the polygonal shapes. The powerful 3DO graphics processor can then whip these sharp 3D graphics around any way a programmer likes.

Texture mapping makes the cars in *Crash 'N' Burn* look awesome. The racers are beautifully drawn with a variety of off-the-shelf computer graphics programs. Each vehicle is intricately constructed from at least 20,000 polygon shapes.

New Cars, New Tricks

Many of *Crash 'N' Burn*'s game elements will be familiar to video hard track vets, but the 3DO twists will blow your doors off. For instance, the driving is in some ways like controlling a *Virtua Racing* vehicle, but with infinitely better-looking graphics. In fact, like *Virtua Racing*, you'll get three selectable driving perspectives: cockpit, chase car, and four

car-lengths behind. But, for the first time ever, video racers will be able to maneuver through banked curves and corkscrew turns, thanks to a proprietary 3D racing engine that Crystal Dynamics plans to feature in several other racing games.

In *Crash 'N' Burn* you'll take on nine fierce opponents. To select a driver, you watch a video personality profile, where each radical racer snarls their assets into the camera. Full-motion video footage of live actors in costume brings the characters to life, but you'll also find that their driving and fighting styles reflect their outrageous personalities.



Panasonic's 3DO Interactive Multiplayer prototype.

Crystal Dynamics intends to be one of the first game software companies to dedicate 100 percent of its efforts to developing 32-bit entertainment titles. To solidify its stake in the future of electronic gaming, the Palo Alto, CA-based company has created a series of proprietary 32-bit tools, programming techniques, and software engines. For example, their Dynamic Coordinate Mapping System (DCMS) enables programmers to manipulate geographical

The company will reveal its handiwork in two 3DO games, which will be available when the Panasonic version of the unit launches in October. For its first 3DO games, Crystal Dynamics is going for something borrowed, but infinitely new.

Crash 'N' Burn

You'll be able to take the 3DO Multiplayer for a spin through a post-holocaust world. *Crash 'N' Burn* is a 3D auto racing/combat simulator that combines



Crash 'N' Burn racers are state of the art.



The Napalm Flame Thrower is a hot option.



Crash 'N' Burn will support two players, but Crystal Dynamics suggests that the 3DO system's daisy-chainable controllers will make a 16-player racing game possible.

The weapons are lethal, if familiar. Among the armaments will be Vortex Mines, Fusion Casters, and 120 mm Gauss Cannons. Crystal Dynamics will flex some 3DO muscle by showing off the unit's Transparency effect with a defensive cloaking device that makes the car translucent (and "invisible" to computer-controlled vehicles) as it speeds around the track. Crash 'N' Burn looks like a killer auto racing game.

StarFox fans will find the look and feel of this game familiar, but that's like comparing an eagle to its skeleton.

As in Crash 'N' Burn, texture mapping makes Total Eclipse's game play environment look so slick it hurts. The animation will run at 24 frames per second, which is comparable to the quality of an animated movie. You'll also be able to select three flying perspectives: inside the cockpit, chase plane, and a broad look from behind the FireWing. DCMS effects will fire up volcanic eruptions and unleash violent lava flows.

Total Eclipse will test your reflexes and your nerves as you skim three-dimensional planetary surfaces and wind through narrow canyons at breakneck speeds. You'll zap the Drak-sai with a variety of imaginative weapons, including a searing Laser Blade and a mammoth Solar Bomb. Special 3DO hardware effects include the Phase Coil, which will diffuse your spacecraft so it can fly through objects. Total Eclipse will be totally "out there," and it will probably make you want to be out there, too.

A Brave New Virtual World

If these preliminary versions of Crash 'N' Burn and Total Eclipse are any indication, the rules of the Video Games Game have just changed... forever! 3DO game developers are taking the safe and smart route by going to proven themes, but there are games to come like none you've ever seen or played before!

Crystal Dynamics
2460 Embarcadero Way
Palo Alto, CA 94303
415/858-3640



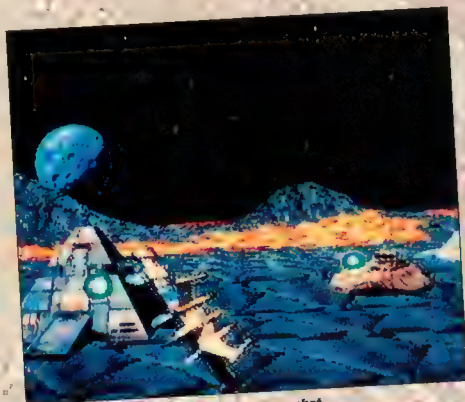
Fang and Scorch are two mad members of the racing team.



Fly the FireWing in Total Eclipse.

Total Eclipse

Total Eclipse is a space combat simulator that may send you screaming into planetary places where no video gamer has gone before. Set in the year 2918, the game will put you in the FireWing, a Terran space ship on a take-no-prisoners mission. Your objective will be to prevent the evil Drak-sai from using their star-killing weapon, the Sun Dagger, to destroy the Sun.



Stunning graphics highlight the space combat.



THE DESERT WAS

So you think you earned your stripes by blowing away the Desert Madman. Don't be so sure. This new crisis pushes the temperature sky high.

Jungle Strike™: the Sequel to Desert Strike.™

With 16 screaming Megs of action, you spearhead the ultimate mission. Hunt down and destroy a drug lord's terrorist empire before Washington D.C. gets nuked.

It's your toughest mission yet. Blast your way through nine new levels. From Washington D.C. to the Amazon to the snowcapped Andes. Deadly night campaigns, high speed river chases, jungle hideouts.

You'll need a whole arsenal of vehicles. A Super Comanche Helicopter, an MX9 Attack Hovercraft, a Special Forces Motorcycle, and an F-117A Stealth Fighter. But the enemy's packing more firepower, too, with 26 new vehicles and weapons. Including stolen Patriot missiles and Abrams Battle tanks.

Jungle Strike's faster. More graphic. More explosive. Loaded with more danger at every turn.

Can you take the heat? Call (800) 245-4525 anytime to reenlist.

**16
MEG**

95¢ for the first minute, 75¢ for each additional minute.
If you are under 18, be sure to get parents' permission before calling. Requires a touch-tone telephone. Messages subject to change without notice. Jungle Strike and Desert Strike are trademarks of Electronic Arts. Super and Genesis are trademarks of Sage Enterprises Ltd.

ELECTRONIC ARTS THREE HOTLINE
1-900-288-HIT
1-800-288-4604 (Toll Free)



BASIC TRAINING FOR THE JUNGLE.

HOT AT THE ARCADES



Driver's Eyes Formula 1 Simulator (Namco)

Driver's Eyes is a massive, one-player sit-down unit with a full-sized Formula 1 driver's cockpit. You have a first-person, behind-the-windshield view via three monitors wedged together to create an almost seamless 180-degree field of vision for the driver. Add VR-style graphics that move and scale in real time, plus thunderous dig-

ital sound effects that blast out of the headrest, and you have a complete and captivating racing experience!

Truly incredible and detailed vector-filled graphics of a Monte Carloesque sea-side resort racing circuit include palm trees, road signs, tunnels, and even a blimp. Silky smooth real-time scaling graphics zoom toward the driver head-on, only to zip by on the side screens a split second later. This creates a realistic sense of the speed, sharp turns, and sudden dips in the road. Watch for opponents that slink into your field of vision as they try to pass on either side.



By Hack 'n' Slash

This issue we hit the road with two sleek sit-down driving games from Namco. Driver's Eyes is an eye-popping virtual reality-type racing simulator, while Lucky and Wild is an exciting driving game with nonstop shooting action. Either way, it's time to put the pedal to the metal!

Driver's Eyes offers two skill levels: Novice (three laps) and Super (four laps). Choose either automatic or 5-speed manual transmission to handle a top cruising speed of 265 mph. Standard controls include steering, gas, brakes, and shifting. You start with 90 seconds and earn extended time as you cross certain checkpoints and compete against 16 computer drivers. Game play and control of your car is extremely realistic (i.e. the laws of physics apply!)

Driver's Eyes is racing without risk to life and limb. Go see for yourself!

Lucky and Wild (Namco)

It was inevitable that someone would come up with a game that blends driving and shooting. Lucky and Wild does just that, so we decided to take this gun-mounted vehicle for a test spin.

Get ready to experience street-chase shoot-em-ups from the same perspective that you see in movies like *Lethal Weapon* and *48 Hours*. This game unit resembles the front seat of an undercover cop car. One or two players sit on a wide seat in front of a large-screen monitor — your windshield to the criminal-infested streets of Neo City, California. Player One controls the steering, gas, brakes and a forward-mounted Uzi. Player Two controls only his own Uzi.

Your "vehicle" careens through four treacherous stages of the city with smoothly scaling, forward-scrolling action. In the first stage alone, you'll need to bump and dodge enemy cars, shoot some punks, drive through a fleet of motorcycle thugs, and take a shortcut through the local indoor shopping mall. Although you

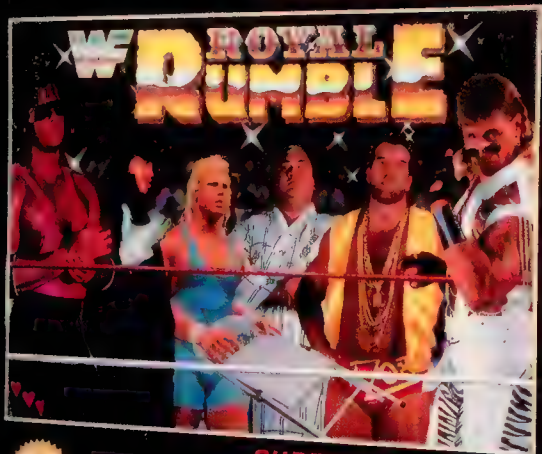


have unlimited ammo, you still have to dodge traffic, pedestrians, and road obstacles to keep from damaging your ride. Deplete your car's health bar, and it's game over. At the end of each level, you'll face off against a boss — who's usually in a heavily armored vehicle. Wipe out the boss and proceed to the Pink Cat's Garage, where you repair your vehicle and earn extra bonus points, depending on how well you did.

Lucky and Wild features great graphics, awesome digitized voices and sounds, intense game play, and a rollickin' good time. Although not heavy on strategy, this is a fast-action game with an aim to entertain!



NO HOLDS BARRED SAVINGS!



LICENSED BY
WRESTLING

**NO
HOLDS
BARRED
ACTION!**

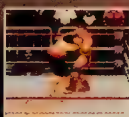
SUPER NINTENDO
ENTERTAINMENT SYSTEM



**ARE YOU READY TO
RUMBLE?!**



**TAKE A SEAT,
MR. PERFECT!**



**THE INFAMOUS
EYE-GOUGE!**



**R.I.P. WITH THE
TOMBSTONE PILEDRIVER!**



**TWO AND THREE-MAN
TAG TEAM ACTION!!**



MR. PERFECT™



**BRET "HIT
MAN" HART™**



**MILLION
DOLLAR MAN
TED DIBIASE™**



**SHAWN
MICHAELS™**



**MACHO MAN
RANDY
SAVAGE™**



**THE
UNDERTAKER™**



**THE
NARCISSIST
LEX LUGER™**



**RAZOR
RAMON™**



RIK FLAIR™



YOKOZUNA™



TATANKA™



CRUSH™

SEARS
FUN TRONICS

SUPER NINTENDO
ENTERTAINMENT SYSTEM



OFFICIAL
W
WORLD WRESTLING
FEDERATION
GAMEPLAY

**Save \$10 on WWF Royal Rumble™
for Super NES.™**

Limit one coupon per customer per purchase. Coupon not transferrable, and may not be used with other coupons. May not be used as payment on Sears Charge or Discover Card account. Retail purchases only. Void where prohibited. Cash value 1/20 cent. Good through August 31, 1993. Salesperson instructions: use bar code to enter coupon.

SEARS
FUN TRONICS



R 5770405#1000

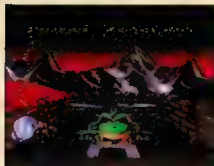
© The World Wrestling Federation Logo, WorldWideHome and Royal Rumble are registered trademarks of WorldWideHome, Inc. © 1993 FunTronics, Inc. All rights reserved. All other distinctive character names, likenesses and logos used herein are trademarks of WorldWideHome, Inc. and the official events and registered trademarks of WorldWideHome of America, Inc. to 1993 WorldWideHome of America, Inc. LHM is a registered trademark of LHM, Ltd. © 1993 LHM, Ltd. All rights reserved. Screens shown are from actual game play.

SUPER NES PRO REVIEW



By Slo Mo

Rash, Zitz, and Pimple are in your face once again. The Battletoads are back to fight for truth, justice, and the amphibian way in Battletoads in Battlemaniacs for the SNES. Tradewest's new NES and Game Boy Battletoads carts were okay (see ProReview, June '93), but this is really the game that you members of the Lily Pad Dojo have been waiting for.



Battletoads looking for adventure.

The 'Toads T.R.I.P. Out

Our heroes, Zitz, Rash, and Pimple, join Professor T-Bird and their friend, Michiko, at a demonstration of the ultimate electronic games machine, the T.R.I.P.S. 21 (for Total Reality Integrated Player System). The machine opens a computer-generated portal to a video game dimension called The Gamescape.

Game Profile (Super NES)

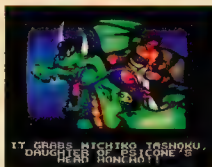
The Battletoads put their best webbed foot forward in this toadally audacious action/adventure cart.

Battletoads in Battlemaniacs
by Tradewest

Graphics	Sound	Control	Entertainment	Challenge
4.0	4.0	4.0	4.0	4.0

Price not available
8 mings
Available July

Action/adventure
Two players



The Pigs of the Apocalypse come ridin'.

During the demo,Psyko Pigs on horseback—the dreaded Pigs of the Apocalypse—charge out of the portal and bag Zitz and Michiko. The Dark Queen, sworn enemy of the Battletoads, and her mad, malevolent partner, Silas Volk-mire, are behind the slimy deed. They plan to convert our universe into their very own Gamescape Kingdom. It's up to Rash and Pimple (coached by the Professor) to save their pals and put a sock on the Queen's plans.



Silas Volk-mire...what a creep!

Froggies Go Assaultin'

Battlemaniacs is a swinging side-view action/adventure game. This superior SNES froggy free-for-all is tough but doesn't take a lot of brains to play.

Battlemaniacs' list of options is sparse. You can fight solo or recruit a pal for team 'Toading. Single players can play Rash or Pimple. Doubles partners can up their challenge with an option to hurt each other with errant blows.

BATTLETOADS



Gear up with Rash and Pimple.

You get seven multi-scrolling levels and extra bonus stages. You begin on Khaos Mountain and fight above ground and below to reach Volk-mire's Dark Tower. Along the way you encounter wild rides on the Tracktor and the dreaded Battletoads Speeder Bikes.



Speeder Bikes are back.

Hip Hop Style

Battlemaniacs' graphics immediately hit your eye. This is the best-looking Battletoads game yet, and it perpetuates the cartoony, bizarre, radical style that made the original Battletoads NES cart a standout. The gorgeous character sprites endow the 'Toads and their foes with personality and attitude. For example, Silas Volk-mire is a creepy, scary, skeletal nightmare, and the Dark Queen definitely has more hex appeal than ever.

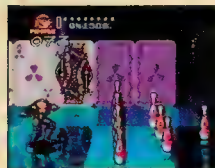
SNES BATTLEMANIA

SPECIAL
FEATURE



The Dark Queen's fatal attraction.

Some of the bonus stages are beautiful, especially the slick 'n' sliding side-view bowling bonus. The backgrounds are a cut above with great depth and lush colors.

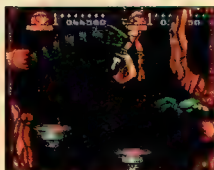


PROTIP: It takes at least 200 points to score an extra life during the bowling pin bonus stage. Go for the blue pins.

Of course, the comical but great-looking Battletoads Smash Hits put the finishing touches on the bad guys. Pimple sprouts huge horns for his Battletoad Butt, Rash's hand balloons to major size for his Sidearm Slice, and you get 14 other outrageous creepbrothers.

Battlemaniacs' sounds croak with the best of them. The rock soundtrack gets most of the credit, although the punch and blast effects are solid.

PROTIP: A quick way to bump off some foes is to knock them over edges. It's a good technique when you're surrounded.



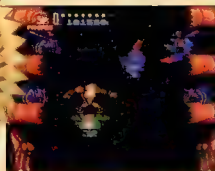
PROTIP: The Hover Disc doubles as a weapon. Press Up and hit B to blast it downward. Press either Left or Right and hit B to fire the Disc to the side.

The 'Toads' Load

The game play is a snap—almost too simple. The controls follow standard Battletoads design, so you only press two buttons to Jump or Attack. The computer and your proximity to an opponent determines whether you kick, punch, or pull a Smash Hit. Beginners and intermediate players will find the game play painless. Hardened SNES fighters may desire a little more control, but at least you can use objects as weapons. Moreover, black and blue fighting-game vets will find the 'Toads' reaction time a tad pole...err, slow.

PROTIP: When the flaming Rockfire starts falling on Khaos Mountain, watch the shadows to make your moves.

PROTIP: Bad guys K.O. each other if you can just get out of the way.



PROTIP: Rack up points when you encounter the Waspings on the Tree. After you knock one out, keep punching it against the tree trunk.

No matter what your skill level, there's a high probability you'll end up a toasted Toad. Queenie's formidable forces come at you with a vengeance, the obstacles are maddening, and the driving stages will drive you nuts. Your vital signs are weak: an eight-point life meter, three lives, three continues, and no power-up flies to snack on this time around. However, bonus rounds offer the opportunity to snag an extra life.

The Queen's gang will look familiar to veteran Toads tamers, but there are plenty of new villains and vermin, too. You'll get a kick (and more) out of lowlives like Skellington

Bone, Porka Pig, and the Great Ratso (a circus reject who booms out of cannons).

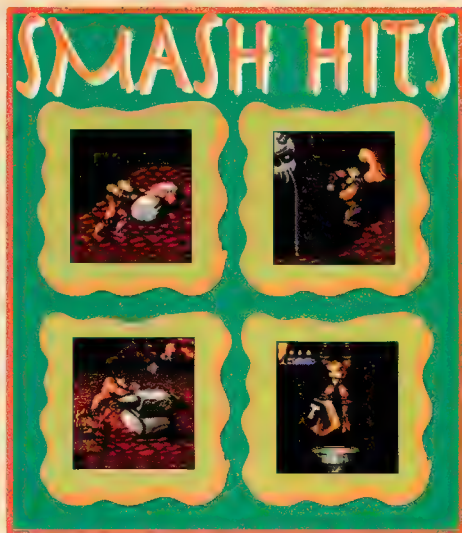


PROTIP: To beat Rocky at the end of the first stage in a one-player game, watch for his shadow when he jumps, and get out of the way! You can rock him as long as he's on his pork butt, but once he stands, dodge him.

PROTIP: When you face Rocky during a two-player game, Rash can hurt him when he stands by punching his stomach.

Toadally Awesome

Battletoads in Battlemaniacs is dynamite! The game's so tough and such an eye-popper, that you won't mind the simple, two-button game play. If you're looking for an adventure that's lean, mean, and green, jump on this game. **G**

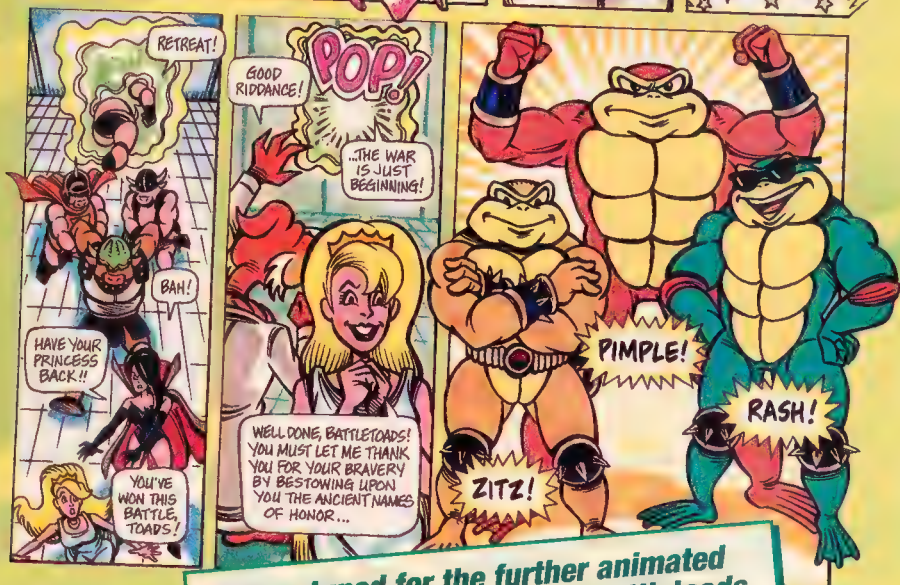


Concluding our sneak peek of the new animated Battletoads cartoon show coming soon to a TV near you! Last issue, we saw how three nerds were instantly transformed into giant, super-powered toads by Prof. T. Bird and the Princess—alien visitors from another dimension. Moments later, evil villains from the same alien dimension popped onto the scene, looking to abduct the Princess!

Story: David Wise • Adaptation: Francis Mao

BATTLETOADS™





Stay tuned for the further animated adventures of Tradewest's Battletoads coming soon to a TV station near you!

EGG-LAYING

EXTERMINATE
DEADLY FACE-
HUGGERS!

CHEST-BURSTING

CHEST BURSTING
EXCITEMENT!

SCRAMBLE
ALIEN EGGS!

ACID-SPITTING

FLESH-RIPPING
EXOSKELETONS
OVERHEAD!

ALIEN³™ ON SNES!

Destroy every egg-laying, chest-bursting, acid-spitting xenomorph on the planet with everything you've got... from a plasma rifle to a blow torch... or this nightmare will never end!



**RED-HOT
ALIEN ACTION!**



**NOWHERE
TO HIDE... RUN!**



**ACID-SPITTING
ALIEN INVASION!**



LICENSED BY
Nintendo

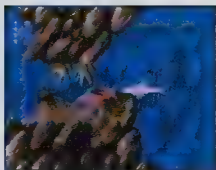


SUPER NINTENDO

ALIEN 3 TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. Nintendo Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved.

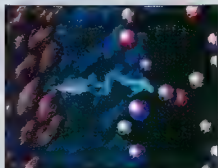
Genesis Pro-Strategy Guide

Shortcut



Save yourself time and trouble by sneaking past the first Barrier Glyph in the Dark Water. Inch through the narrow tunnel between the two spikes, then head down to a Glyph that enables you to shoot your way through the third and final Glyph.

Fight the Asterite



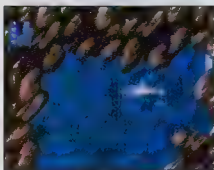
The Asterite in the Dark Water gives Ecco the toughest battle of the game so far. The Asterite shoots out deadly beams. Stay to the left of the Asterite and move up and down to avoid its rays. To defeat this odd creature, Ecco has to hit four Globes of the same color in a row. His best bet is to Charge into the Asterite Chamber and hit a Globe. Then he only has to consecutively nail three more Globes of the same color.

Flying Fish



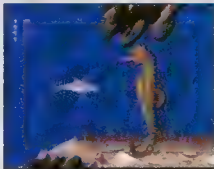
Ecco's got to make like a flying fish to escape from the Trilobite Circle. The exit to this ocean is in the air. When the level is complete, leap into the air and he'll fly to the next level.

Invincibility



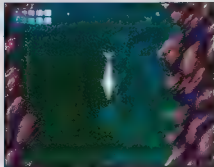
Ecco finds a handy invincibility Glyph in the Dark Water. Use it whenever he needs a hand.

A Horse of a Different Color



There's a pesky Seahorse lurking in Trilobite Circle that gives Ecco a run for his money. To attack the sea steed, quickly dart in and Charge it, then swim away before it shoots the baby seahorses at Ecco. However, you don't really have to attack the seahorse. If you swim carefully over its head, you can shoot and touch the Glyph without too much trouble.

Stay to the Left



Near the end of the Trilobite Circle, stay to the left and watch out for a very dangerous current.

Trilobite Circle:
OBEMUNLX
Dark Water:
JNXPUNLA

Thanks to the pods at Sega of America and Sandwich Island Publishing for navigational assistance

Ecco The



Deep Water:
EQAAKNLC
City of Forever:
ZBPIGPLD

Sonar Strategy

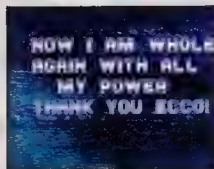
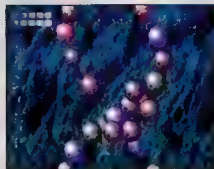


The range of Ecco's Sonar Blast decreases if you use it very rapidly. Sometimes this is good, sometimes it's not.

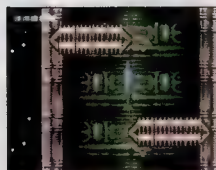
City of Forever, the Second Time Around



Déjà Vu



When he returns to the Deep Water, Ecco meets up with the Asterite one more time. This time around, you simply need to swim to the creature and touch its flashing Globe to restore its strength. After that, swim left to exit the chamber and return to the City of Forever.



Ecco won't find anything new when he returns to the City of Forever. Simply swim to the time machine and Ecco will zap back to the beginning of the

game. Once there, leap high into the air and Ecco will be sucked into the Vortex ship.



The Tube:
KUVEKMLK
Welcome to the Machine:
SDDBKMLG

Super Passwords

Here are some passwords that give Ecco unlimited air in these especially difficult areas:



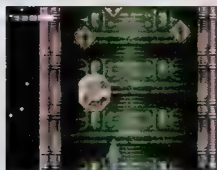
Unlimited air in the Tube:
FIVEPODS
Unlimited air in the Machine:
ECCOFMLY



DOLPHIN

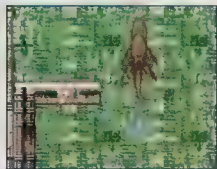
Ecco The DOLPHIN

Down the Tubes



It takes Ecco about two grueling minutes to complete this level. When the current is slow, try to ram obstacles and barriers, or destroy them altogether. The barriers do more damage than the beams. When the current picks up, use your enhanced Sonar weapon to try to destroy rubble and obstacles. After about 80 seconds, the barriers stop appearing. Move to the right and cruise through the rest of the level.

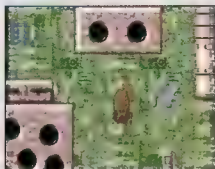
Welcome to the Machine



Your best strategy in the Machine is to memorize the level, so you can easily take the turns and know what enemies are coming at Ecco and from where. If you're not sure which way the screen's going to

scroll, stay in the middle of the screen and wait until you know. Watch out for dead-end passages near the end of the level.

Aliens



There are two helpful things to remember about Aliens. First, there will never be more than two Aliens trailing Ecco at once. Second, shoot rapidly and continually at the Aliens' heads. If you hit their bodies, their heads will keep chasing you.



The Last Fight:
KNLMLMLC

Stay in Control



It's easy to panic during the Last Fight. Stay calm and time your attack. If you get too wild, Ecco's never gonna last.

Keep Low

The little Aliens appear only during the Last Fight when Ecco gets too high in the sea. Stay toward the bottom, and they won't appear.

Eye to Eye



It takes seven hits to destroy each of the Mother Alien's eyes during the Last Fight. Remember, she spits bullets out each time you hit her eye, so Charge, and then swim above her to avoid them. When the Mother's eyes are destroyed, start ramming her in the jaw. Just remember not to Charge when she's sucking water in, or Ecco's instant lunch. It takes four hits to break off the jaw, then another jaw appears. Hit it four times, and a final jaw appears. Ram the third jaw three times and it's gone. If you keep ramming the place where the jaws appeared, the Mother Alien will explode, and you've won.

Turn off the Music

Want to eliminate the music in Ecco the Dolphin? All you have to do is pause the game, press

Button A, and then unpause. You'll still hear all of the game's sound effects, but no music.

Invincibility!

Ecco's unstoppable with this invincibility code. To activate the code, wait until the screen appears that indicates which stage you're on, then simultaneously hold down Button A and Start until your game begins. When the game screen appears, you're paused. Unpause, and you've got invincibility!

Game Genie Codes!

Nothing fishy about these Game Genie codes for Ecco the Dolphin. Use them to make Ecco's journey a lot less dangerous.

Almost infinite breath (If you get stuck, switch off this code, let yourself die, and then restart your game.):

AKRT-JA64

Protection from jellyfish and other enemies: **AL2A-JA7L**

Protection from spiked shells (but not from getting crushed) and some other enemies: **ALZA-JA5Y**

Protection from the Octopus: **AAVT-NAFC**

The Octopus is fatal!: **HAVT-NAFC**

Eating a fish restores health completely: **HCBT-LAEW**

Jellyfish and some other enemies restore health: **SW2A-KGPJ** and **HC2A-JAFL**

Jellyfish and other enemies restore breath: **SW2A-KGPJ** and **TC2A-JGFL**

and **E42A-JAFN**

GAMESTERS—
TRASH
THE COMPETITION
SMASH
YOUR RECORD SCORES
SLASH
YOUR SUBSCRIPTION RATE
66% OFF
GAMEPRO
MAGAZINE!

Recycled Paper

12 ISSUES OF GAMEPRO

ONLY \$19.97

☒ **YES!** Slash my rate and enter my one-year subscription to GamePro (12 action-packed issues) at the incredibly low price of \$19.97—a savings of over 66% off the cover price!

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

☒ **Bill Me**

☐ **Payment Enclosed**

Send foreign and Canadian orders prepaid, in U.S. funds with \$20/year additional postage. Annual newsstand rate: \$59.40. Please allow 6-8 weeks for delivery of your first issue.



437C7

12 ISSUES OF GAMEPRO

ONLY \$19.97

☒ **YES!** Slash my rate and enter my one-year subscription to GamePro (12 action-packed issues) at the incredibly low price of \$19.97—a savings of over 66% off the cover price!

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

☒ **Bill Me**

☐ **Payment Enclosed**

Send foreign and Canadian orders prepaid, in U.S. funds with \$20/year additional postage. Annual newsstand rate: \$59.40. Please allow 6-8 weeks for delivery of your first issue.



437C7

**BUSINESS REPLY MAIL**

FIRST CLASS MAIL PERMIT NO. 1159 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

GamePro Magazine
P.O. Box 55527
Boulder, CO 80323-5527

**BUSINESS REPLY MAIL**

FIRST CLASS MAIL PERMIT NO. 1159 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

GamePro Magazine
P.O. Box 55527
Boulder, CO 80323-5527



NO POSTAGE
 NECESSARY
 IF MAILED
 IN THE
 UNITED STATES



NO POSTAGE
 NECESSARY
 IF MAILED
 IN THE
 UNITED STATES

**HOT TIP!**

SAVE 66%
ON
GAMEPRO!

12 ISSUES NOW
JUST \$19.97

BEST STRATEGY:

COMPLETE
AND RETURN
CARD TODAY!

HOT FUN

IN THE

SUMMERTIME!

**2 Posters
Every Day!**

**5 - \$20
Gift Certificates
to Toys R Us!**

**2 Hot
GamePro
T-Shirts
Each Week!**

**Grand Prize
Package!!**
• Any Game System
(\$125 value)
• Any 4 Games
(\$200 value)

**Only
\$.99 A
Minute**

1-900-860-TIPS

GamePro's Hot Tips Hotline!

A Winner Every Day!

No purchase is necessary to participate in this contest! There are 2 ways to win! CALL 1-900-860-Tips or send in your name, address, age and phone number on a 3 x 5 card and send it to:

GamePro's Hot Fun Sweepstakes
P.O. Box 5959
San Mateo, CA 94402

OFFICIAL RULES

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. All unclaimed major prizes will be awarded via a second-chance drawing. A list of winners of all major prizes will be made available to any person requesting it from the following address: GamePro Magazine; 951 Mariner's Island Blvd., #700; San Mateo, CA 94404. Chances of winning are determined by total number of valid entries received. Contest ends September 7, 1993. Only valid in the U.S.A. This contest is void in Minnesota, Georgia, New Jersey and Louisiana. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation. All winning pin numbers must be received by GamePro no later than September 30, 1993.

Hot Tips Bulletin Board
for Nintendo, Super Nintendo, Sega Genesis & Handheld Systems
16-Bit Tip of the Week
Reader Game Tips Bulletin Board
J.D. Roth's Celebrity Game Tips
Pro News

**calls average three minutes in length
and cost \$.99 a minute.**

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GET A GRIP ON THESE

HOLD ON TO BIG VALUES WITH HANDHELD SYSTEMS!



**GAME BOY
BASIC SYSTEM**
from Nintendo.

\$49⁹⁹
FEATURE
PRICE

**GAME GEAR
SYSTEM WITH
SONIC 2**
from Sega.

\$129⁹⁹
FEATURE
PRICE



**GAME BOY
SYSTEM WITH
TETRIS**
from Nintendo.

\$79⁹⁵
FEATURE
PRICE



**GAME GEAR
SPORTS PACK**
from Sega

\$149⁹⁹
FEATURE
PRICE



GRAB ONTO THESE HOT ACCESSORY DEALS.



**REAL DEAL
\$3 OFF**
WITH
IN-STORE
COUPON

Game Gear
Deluxe Video
Game Case
from Dynasound.



**REAL DEAL
\$3 OFF**
WITH
IN-STORE
COUPON

Rechargeable
Battery Pack/AC
Adaptor
from Nintendo.



**REAL DEAL
\$3 OFF**
WITH
IN-STORE
COUPON

Game Boy
Compact
Carrying Case
from Nintendo.



**REAL DEAL
\$7⁹⁹**
FEATURE
PRICE

Game Boy
Portable
Carry-All
from Ascci.



**REAL DEAL
\$3 OFF**
WITH
IN-STORE
COUPON

Game Gear
Cleaning Kit
from Naki.

FOR THE STORE NEAREST YOU CALL 1-800-328-4646 • OVER TWO HUNDRED

JURASSIC PARK FOR THE SEGA CD

Sega's doing a little genetic engineering of its own at SegaWood, its multimedia studio based in Redwood City, CA. (See On Location, Dec. '92.) Jurassic Park is the first CD game developed exclusively in the U.S. by Sega of America. Sega's pulling out all the stops to ensure that the game makes as big a splash as the movie.

Scheduled for a fall '93 release, the CD version of Jurassic Park features graphics, sound, and game play based on the novel as well as the movie. To ensure authenticity, as well as a unique look and feel, Sega's worked closely with experts ranging from Universal Pictures to Dr. Robert Bakker, a world-renowned paleontologist.

Using their state-of-the-art development equipment, including Silicon Graphics computers and Q-Sound audio technology, Sega's multimedia staff hopes to create a game starring a cast of dinosaurs that move, sound, and act as much like real dinosaurs as possible—at least, based on what we know about dinosaurs. For those creating the game, this represents an immersion into a world that existed 65 million years ago. The multimedia staff eats, sleeps, and probably dreams dinosaurs. They read about dinosaurs. They meet with Dr. Bakker to learn more about dinosaurs. They study dinosaur lifestyles and habitats. They try

to figure out how dinosaurs moved and behaved. In fact, they have even crawled around swamps in Florida to record reptile sounds, which they're remixing to resemble what dinosaurs might have sounded like. Then, they try to incorporate it all into a game that brings these long-extinct giants to life.

Fortunately, SegaWood is more than equipped with the necessary tools to make Jurassic Park come to life on your video screen. The CD version will feature a style of play entirely different from any of the other versions of the game and, of course, the kind of sound and graphics only possible on CD. We'll have more on the making of Jurassic Park in an upcoming issue. In the meantime, here's a sneak peek at the SegaWood folks at work.

Available Fall '93



The staff at SegaWood not only sketches dinosaurs, but actually creates models of them. The models assist the artists in designing the game's dinosaur sprites via Silicon Graphics computers.



SegaWood artist Mimi Doggett sketches backgrounds that will be recreated in the Jurassic Park game.



When preliminary sketches are transformed into pixels and sprites, Jurassic Park comes alive on-screen.



Sega sends technicians offsite to record potential sound effects. (And yes, they really did crawl around in the Florida swamps.) Music and background sounds are then blended at SegaWood's recording studio. Q-Sound (see Cutting Edge, Jan., '93) will lend a unique, eerie quality to Jurassic Park's sounds.



It takes a lot of work just to create the game's background.

COVER
FEATURE

An Adventure 65 Million Years Ago

JURASSIC PARK

TM & © 1992 UNIVERSAL CITY STUDIOS INC.

JURASSIC PARK FOR THE GENESIS BY SEGA OF AMERICA

Sure, you're itching to get your claws on that Sega CD of Jurassic Park. While you're waiting, though, don't forget to make a trip to Jurassic Park, Genesis-style. Developed by Blue Sky, this cart's an equally impressive adaptation of the Jurassic Park saga.

Sporting dinosaur animations that look as real as the ones you're gonna see in the \$65 million *Jurassic Park* movie, this 16-meg cart stacks up with seven levels of one-player, multi-scrolling action/adventure game play. It also includes an evolutionary twist that none of the other versions has.

The setting: Jurassic Park. Science fiction meets science fact in this amusement park, which features exhibits found

nowhere else on Earth. The inhabitants of Jurassic Park are genetically engineered dinosaurs. As visitors stroll and drive through the park, they view dinosaurs in their natural habitats. The only problem is that something's gone terribly wrong. The park's enclosures and security systems aren't quite as safe as they should be. Dinosaurs are on the loose and they're a threat to the park's visitors — and that means you!

What makes the Genesis version of Jurassic Park stand heads and tails above the other carts are its two modes of play. In the first mode, you play Dr. Alan Grant. You roam through the park in search of escaped dinosaurs in an attempt to rescue park visitors. Special weapons and tools at your disposal enable you to capture, but not destroy, the dinosaurs. To add to the challenge, Blue Sky built dynamic play into the game's artificial intelligence. This means the dinosaurs get smarter as you stalk them, so you have to get smarter, too.

In the second mode of play, you get to climb into the mind of a Raptor, a small but extremely dangerous carnivorous dinosaur. As one of the most dangerous predators in history, your main task is to avoid becoming a fossil in a museum. It's a crash course in survival of the fittest as you try to evade your Jurassic Park captors and locate the boat that's gonna take you back to the mainland.

These two modes of play double the challenge, as you experience the thrill of being both the predator and the prey. Suitably primal sounds and authentic graphics put the finishing touches on the prehistoric ambiance. Here's a preliminary stroll through the park. The rest is up to you.

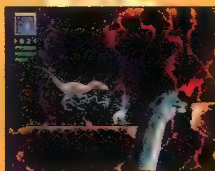
Available Summer '93



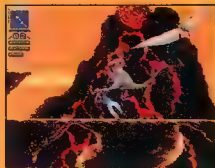
Serious Raptor problems and a Pterodactyl are a heck of a lot more challenging for Dr. Grant than a bunch of dusty fossils.



Triceratops may be relatively gentle, but this bad boy's gonna pin Dr. Grant to the Jeep unless Grant manages to tranquilize him.



Brachiosaurs are huge herbivores that are relatively easy to subdue. The smaller Raptors, however, are dangerous predators.



Grant's nothing more than a quick snack for the gigantic T-rex.

Years in the Making

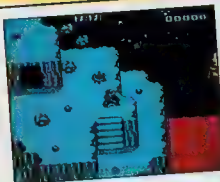
JURASSIC PARK

AMBLIN ENTERTAINMENT INC.

Michael Crichton's best-selling novel *Jurassic Park* has spawned a slew of spin-offs: this summer's blockbuster Spielberg flick, comic books, trading cards, and more. We've engineered a first look at Sega's sizzling Jurassic Park games for the Sega CD and the Genesis, based on both the movie and the book. We've also dug up info on some of the other hot Jurassic Park products coming your way.

JURASSIC PARK FOR THE GAME BOY, NES, SUPER NINTENDO, AND 3DO

Is Jurassic Park in the works for the other game systems? Of course it is! Ocean's hard at work on Game Boy, NES, and Super Nintendo versions of the game, and Sega's got a Game Gear version coming this fall. There's even a 3DO version coming from MCA. Here's a look at some screens from the NES game.



JURASSIC PARK: THE MOVIE

This flick's the one that everyone's been waiting for all winter long. Universal Pictures and Steven Spielberg have teamed up to bring Michael Crichton's blockbuster novel *Jurassic Park* to the big screen.

Here's the story: John Hammond, an elderly entrepreneur has created his dream—a theme park that features an attraction offered nowhere else on Earth—living, breathing dinosaurs. Hammond's team of biologists genetically engineered dinosaurs from pieces of dinosaur DNA. Hammond's created his Park on a remote, fog-shrouded island off Costa Rica. Visitors to the Park have the chance to see real dinosaurs in their jungle habitats. They eat, they sleep, they play, they forage for food...and, unfortunately, they escape!

When things go awry at Jurassic Park, Hammond flies in Dr. Alan Grant (a paleontologist) and Dr. Ellie Sattler (a paleobotanist) to help him set things right. What happens next adds up to the kind of nail-biting, edge-of-your-seat movie action that Spielberg's famous for. Don't miss it. After all, it was 65 million years, and \$65 million, in the making.



Welcome to Jurassic Park!



When Jurassic Park's control room and master computer system malfunction, the Park and its visitors are in danger.



Guests stay at the luxurious Jurassic Park Visitors Center. They're safe there...or so they think.



Visitors to Jurassic Park travel in the Jurassic Park Explorer. It seems like a safe way to travel...for awhile.



Raptors are the most deadly and dangerous predators of all time with a healthy appetite for the flesh of any species. They have to be kept in a heavily fortified Raptor Pen.



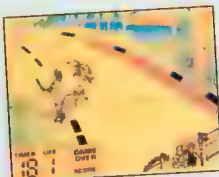
Dr. Grant, Lex, and Tim get lost in the wilds of Jurassic Park.

JURASSIC PARK HAND-HELD GAME



Tiger Electronics has also jumped on the Jurassic Park bandwagon with an LCD hand-held game. In this version, you play Lex and Tim, two kids trapped in Jurassic Park. Your goal is survival! As you race down the park's pathways, you're hunted by groups of Raptors, attacked by venom-spewing Spitters, and chased by a 25-foot T-rex. Lex and Tim have to climb trees, swing from vines, and reach power boxes in time to switch on the electric fences that trap the dinosaurs. If they get into big trouble, the kids can try to call Dr. Grant for help. Being more than one way to visit Jurassic Park, and Tiger's hand-held might be the perfect ticket for you.

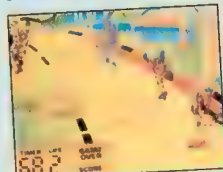
Jurassic Park by Tiger Electronics
Available now



T-rex on the hunt.



Raptors and Spitters hunt in groups. Climb a tree to escape.



Climb out of harm's way by grabbing a vine.



OTHER STUFF

You can just bet there's gonna be Jurassic Park screaming at you from the side of lunchboxes, t-shirts, backpacks, and more. This is one of the most heavily merchandised films of all time, with over 1000 product tie-ins currently in the works. Here are a few Jurassic Park products that look like real standouts.



Jurassic Park Official Movie Souvenir Magazine

This mag from Topps details the movie and story line with more than 100 shots from the flick. There's also a behind-the-scenes look at the making of Jurassic Park, including info on how the dinosaur models were constructed and used during filming. A big plus is the use of original art from Crash, the artist responsible for the stellar production art in the movie. This publication, available on the newsstand and at selected theaters, is a collector's item for any serious buff.



cards sports photos from the movie. A special series of 10 comic art cards featuring art by Walt Simonson will be bagged with the Jurassic Park Comic books.

Comic Books

Topps is also publishing a four-part comic series beginning in June. The series follows the Jurassic Park story line. It's written by Walt Simonson, penciled by Gil Kane, and inked by George Perez.



**I OPENED THE BOX AND A
FIGHT BROKE OUT.**





So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action**. I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start **shredding** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now **I'm in control of this game.**

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!



SUPER SLAP SHOT™ Bust one open.



Super Slap Shot is a trademark of Apne Software. ©1993 Apne Software. All rights reserved. Licensed to Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Designed and produced by Ed Ringer.
Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America, Inc.

**SPECIAL
FEATURE**

Mortal Kombat



**By the Unknown
Gamer**

If you haven't heard of Mortal Kombat yet, you're so far behind the times you may never catch up. This arcade smash is the hottest coin-op since Street Fighter II: Champion Edition, and our mail has been flooded with letters begging for info on the video game versions. Well, here you go, Kombateers. Here's an update on Acclaim and Arena's lineup of Mortal Kombat carts.

If you're wondering how authentic this title's gonna be, don't worry, be happy! Acclaim's assured us that they're committed to making the game as true to the arcade as possible. Check out these screens for yourself and see what you think. Sixteen-meg SNES and Genesis versions are slated for a Fall '93 release, as are the Game Gear and the Game Boy carts. Look for a Sega CD version to follow in the future. We'll update you as more info becomes available.

**MORTAL KOMBAT
GENESIS
SNES
GAME BOY
GAME GEAR
Available Fall '93
SEGA CD
Availability TBA**



Everybody Shang Tsung Tonight

Only the best can compete in The Shaolin Tournament, a competition of honor and glory for warriors from around the world. The stakes have risen since Shang Tsung (an evil wizard) established himself as the Grand Master. Cursed by the gods, Shang Tsung is no longer content with simple victory. To ensure his survival, he claims the soul of every opponent he defeats. To guarantee his immortality, Shang Tsung conducts the tournaments with assistance from his brutal bad-boy Coro, a half dragon/half man killing machine that's all arms.

The Killing Krew



You get your choice of the magnificent seven.

Those who dare challenge Shang Tsung can fight as any of seven warriors. Each of the combatants has a unique style of fighting and trademark moves. Here's the lowdown on the lineup, and some of the special moves.

Raiden



Raiden's about to short circuit Johnny Cage.



It's a twister, Auntie Em! It's a twister!

**Special
Move**

- Torpedo Blast
- Lightning Blast
- Teleport

Sub-Zero



Chill out!



Special
Move

- Ice Blast
- Power Slide

Scorpion

Special
Move

- Skull

- Short Spear with Cord
- Scorpion Split

Finish
Move

Kano

Special
Move

- Laser Blade
- Head Butt
- Spin Attack

Liu Kang



Liu Kang flies through the air with the greatest of ease with this kick.

Special
Move

- Helicopter Spin Kick

- Fireball
- Flying Kick

Finish
Move

Sonya



Sonya believes in first impressions, and the first one she's gonna make is on Johnny Cage's head.



May the Force Wave be with you.



Sonya's got a fierce uppercut.

Special
Move

- Force Wave Punch
- Scissor Grab and Slam
- Flying Punch

- Kiss of Death

Finish
Move

Johnny Cage



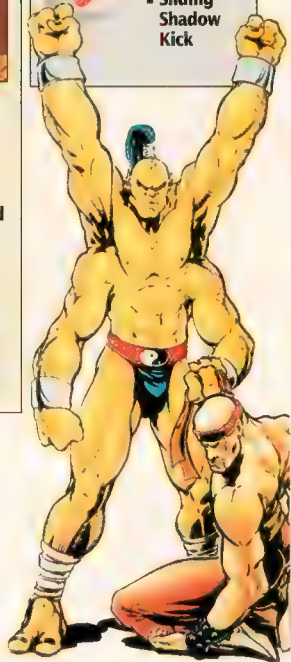
Cage is twice the man his mother was.



Cage drops into a Split, then nails his opponent in the saddle warmer.

Special
Move

- Green Flame
- Split Punch
- Sliding Shadow Kick



The Competition



Choose between two play modes.



The Tournament's a test of endurance for even the most seasoned fighter.

Players who step into the arena to compete in the Shaolin Tournament should make sure their life insurance is paid up. In Exhibition mode,

two players go head-to-head. Enter the Endurance Round and you alone encounter a deadly tournament competition. To advance, fight a single opponent, then a pair of opponents, then Goro, and finally Shang Tsung. If you can still walk away from that, go home!

Goro



This handy outweilder is a former pupil and a devoted follower of Shang Tsung. Goro uses his lower arms to grab an opponent, then he pounds on their chest with his upper arms. He's also fond of knocking fighters down and jumping on their chests. When Goro cracks his knuckles you can hear it for miles.

Shang Tsung



The evil wizard fights dirty, and he's proud of it. During battle, he'll transform himself

into all of the other characters, including Goro, and he has the ability to use their special moves. To become Grand Master, you must defeat Shang Tsung.

The Pit

Expect the unexpected. Defeat an opponent on the bridge, and you can knock him into the Pit. However, if your luck runs out and the Reptile emerges from the Pit, you'll have to enter the Pit to fight him.

Bonus Rounds

Smash-n-destroy's the key to scoring in the bonus rounds. Rack up extra points by pounding on the buttons to crunch wood, an anvil, or a jewel.

THE SCREENS ABOVE AND ON PAGE 42 AND 43 ARE FROM THE SUPER NES AND GAME BOY VERSIONS OF MORTAL KOMBAT BY ACCLAIM ENTERTAINMENT.

Genesis



Here's Raiden's Lightning Blast, Genesis-style.



Let's do the splits with Scorpion.



Two kicks are better than one.

ARENA'S GENESIS AND GAME GEAR VERSIONS LOOK JUST AS COOL AS THE SUPER NES CART. HERE'S A LOOK AT SOME EARLY SCREENS FROM BOTH.



Liu Kang fires it up.



Kick it out!



The Scorpion rips off his hood to reveal a skull. A burst of flame from

his mouth reduces his opponent to a charred skeleton. (Must've been the garlic appetizers.)



Raiden tries to corkscrew the Scorpion.

Game Gear



Buying a watch for Goro could get expensive.



Goro - armed and dangerous.



The Game Gear version will include all of the fighters from the coin-op.



Sonya celebrates victory.

IT'S LIKE CHINESE FOOD...
AS SOON AS YOU FINISH, YOU'RE HUNGRY
FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



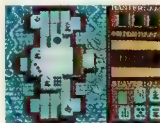
FLAGS OF THE WORLD
TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE
ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION

MARIO'S GREATEST

BOWSER HAS GRABBED MARIO...

...and Luigi needs your help
on the adventure-filled
mission to rescue his bro.



LICENSED BY

Nintendo

ADVENTURE YET!



Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting all the snow on earth. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities

where they commit dastardly deeds.



Travel the world instantly through PORTALS

friendly (and not-so-friendly natives), collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with



Snap a perfect picture in famous cities of the world!

MARIO IS MISSING!™

For NES®, Super NES® and IBM® PC & Compatibles

For the dealer nearest you or to order, call toll-free

1-800-234-3088

MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



Keep track of your clues, facts and cities with your fold-up map

MARIO NEEDS You Now!



Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *It's time for you to be a Mario hero!*



Help Me!



GENESIS PROREVIEW

SPLATTER



By Sister Sinister

Splatterhouse 2 was a hack 'n' slash hit last year. Naturally, Namco's following up its success with a sequel, Splatterhouse 3. The formula is the same as the original – only there's more of everything. More levels, more beat-em-up moves...and more blood and guts.

Rumblin' Rick

The Evil One's back for more messy fun and games. This time he's sent his bunch o' blobs to infest Rick and Jennifer's new mansion. In the process, the ghouls captured Rick's wife, Jennifer, and their son, David. Now, Rick's got to don his Mask and do some spring cleaning.

Splatterhouse 3 takes Splatterhouse 2's linear game play and gives it a gut-wrenching twist. Sure, the action's still side-scrolling, but now you get to choose your route through the game. The adventure begins on the first floor of the mansion. As Rick, you start there and clear the ghoulish-infested rooms in any order. A quick glance at your

handy map shows that a bloody "X" marks the location of each floor's end-level boss, your ultimate destination.

The game play's simple: You have to punch, kick, and whack the green pus out of all the nasties you encounter, annihilate the end boss, and trek to the next floor. Just to up the ante, there's a time limit. You can still clear the level if time runs out, but if the bosses get hungry waiting for you, they'll have a little snack. If this happens, what's left of your loved one's not a pretty sight. Make it through all six creep-infested floors and you face the Evil One in all-out bloody (and we mean bloody) fisticuffs.



PROTIP: It's very important to study the Mansion Map and figure out the best route. The clock stops while you're scanning.



PROTIP: Toss all your opponents to one side of the screen. That way, one final punch will do in the whole bunch.

Blood and Guts Galore

This game's gory graphics will give you the creeps, and probably make horror flick fans feel right at home. Splatterhouse's best wackos and

weirdos line up to take a shot at you in living color. Big blobs of goo rush at you. Incredibly detailed severed hands fall from the ceiling. Other critters look like giant, bloody internal organs, and several lose their heads only to reveal bloody, multi-pronged tongues. To make matters even more oozy, most creatures gush green pus when you pummel them. Great cinema sequences appear throughout the game as the story develops, and the endings change depending on how well you do.

Hauntingly good tunes keep up the intense pace and fit extremely well with the images. You actually feel pained when Rick roars in agony, and you won't forget the Boreworm Boss's creepy laughter for days – and nights.



PROTIP: Throw one opponent into two others to take 'em all down.



PROTIP: Take out sliding creatures first. If you don't, they trip you up and make you lose your balance with other opponents.

Movin' and Groovin'

Rick's apparently been hangin' with the World Warriors, 'cuz he's got new SFII-style moves, such as a Roundhouse Kick and a vicious head butt. He can also use various button-press sequences to activate cool Super Moves. The controls are easy to learn. Although they're more complicated than your standard hack 'n' slash, they're not nearly as tricky as an SFII-style game.

In addition to his regular moves, Rick can now pick up Blue Orbs for a temporary power-up. These strength-building balls increase Rick's power bar, buff him up, give him a new look, and arm him with special moves he can activate at any time. The beefed-up Rick can knock down his opponents in half the time, and he can use his special moves to blow his opponents off the screen.

In addition to all his fancy footwork, Rick still depends on his tried and true method of defense: Grab any old brick, two by four, or bat you see lying around and whack your foes with it.



PROTIP: Don't fight monsters off-screen or they'll have an unfair advantage.

Game ProFile (Genesis)

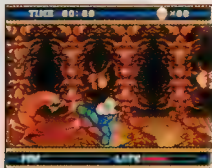
WARNING: Enter Splatterhouse 3 at your own risk! If you're prone to nightmares – stay away! In Splatterhouse 3, Rick encounters gruesome gore that surpasses any blood and guts seen to date on the Genesis.

Splatterhouse 3 by Namco

Graphics	Sound	Control	Fun/Factor	Challenge
5.0	5.0	5.0	5.0	5.0

ADJ.
\$64.95
16 megs
Available August
Action/Adventure
One player
Unlimited continues, passwords

HOUSE - 3



PRO TIP: Use your Roundhouse kick to beat the slippery, slimy Boreworm boss.

Even though Rick's got some groovy new moves, the Evil One's gang will slash through his two lives quicker than you can sharpen your axe. Even so, adjustable challenge, unlimited continues, and a password system make Splat House 3 better than the original. If you beat each floor with one minute or more left on the clock, you enter a bonus round. There Rick can pick up extra lives in the form of books, increase his health bar with beating hearts (and these hearts don't look like valentines), and augment his power by picking up little Blue Orbs.

Spitty Splat

It rarely gets bloodier than this – and that's one reason why this sequel will be so popular. Splat House 3's got a high "gross out" factor and lots of not-so-clean fun. Just like any good horror movie, there are enough thrills and chills here to keep you riveted to your seat. This game is good to the last splat! 



GENESIS PRO REVIEW



By Frequent Flyer

Electronic Arts is making a serious bid to double your flying and fighting pleasure. EA's *Desert Strike* is a top notch arcade-style helicopter combat cart, but *Jungle Strike* is twice as good!

Jungle Strike's 16 megs of memory doubles *Desert*'s meg count. The double shot of silicon flexes its muscle in almost every aspect of the game, delivering more Campaigns, smoother flying mechanics, and extra aggressive enemy tactics.

Strike Two

In *Desert Strike*, Kilbaba, the Desert Madman, was eliminated with extreme prejudice. Now you're up against the Madman's son, Ibn Kilbaba, who's even crazier than his old man! The battlefield shifts from the desert to the jungles of South America, where Ibn's teamed up with the biggest drug lord in the Western Hemisphere. Both of these creeps have bones to pick with the U.S., and a nuclear holocaust is their tool of vengeance.



The bad guys are ugly, but familiar.

You play a hotshot chopper pilot with the skill, hardware, and attitude to prevent an atomic assault. Your aircraft is an experimental Comanche helicopter—state of the art in aerial firepower.



The high cost of failure.

A South American Adventure

Even serious chopper jocks will cruise *Jungle Strike*'s skies for days. Its eight Campaigns take place across spacious multi-screen locales. You battle druggies and terrorists in the jungles, on the oceans, on top of snow capped mountains, in a South American city, and even in the streets of Washington, D.C.



PRO TIP: You can blast practically everything, even the Oval Office and the Washington Monument.

Each Campaign features from six to eight mission objectives. Your tasks include protect



ing President Clinton (who makes an on-screen appearance), rescuing hostages, destroying drug fields, blasting a fleet of nuclear subs, recovering nuclear devices, and much more.



The Stealth Fighter eradicates drug fields.

Full Metal Flying

As in *Desert Strike*, your primary task is to pilot a high-tech helicopter via a ¼

overhead, outside-the-aircraft view. You can move the chopper 360 degrees around the screen, and you have to in order to complete your mission objectives. The excellent game controls are finely tuned, so if your Genesis controller's directional pad is worn out (as they often are), consider a replacement before hopping into the pilot's seat.

The cart adds some nifty variety to the action. You must drive a hovercraft, ride a motorcycle, and pilot a Stealth Fighter. EA did a great job of programming each vehicle with its own set of mechanics. Consequently, you must develop different strategies and tactics for each craft.

Game ProFile (Genesis)

Fly across exotic South American locales, meet drug runners and terrorists...and shoot them. *Jungle Strike* and its precursor, *Desert Strike*, are the best one-two punch in the helicopter combat business.

Jungle Strike by Electronic Arts

Graphics Sound Control Fun/Factor Challenge



Price not available
16 megs
Available August

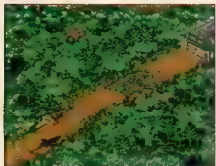
Air combat
One player
Passwords

ADV.



The Hovercraft travels over land and sea.

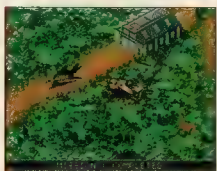
PROTIP: The Motorcycle in Campaign 5 is between the Black Skyscrapers in the center of the downtown area.



PROTIP: To access the Stealth Fighter in Campaign 7, shoot the camouflage net.

The challenge in this game hits the top end. The bad guys are armed with the best high-

tech weapons drug money can buy! The cart doesn't cut you any slack either. Unlike the weapons in Desert Strike, enemy guns and rocket launchers in this cart track you as they fire. Mobile weapons move in on you whenever you're in the neighborhood, and Desert Strike's irritating teeny tiny snipers are back for an encore performance.



PROTIP: You're invulnerable if you're on a landing pad.

PROTIP: When you attack the Submarines in Campaign 2, you can always find a position where they won't return your fire.

PROTIP: To destroy mobile radar stations, you must zap the trucks as well as the radar dishes.

PROTIP: Blast the mountain strongholds in Campaign 8 to find the nuclear devices.

If You're Flyin', You're Dyin'

Your weapons do the job, if you can keep them loaded. You take out the evil-doers with Hydra rockets, Hellfire missiles, and a nasty chain gun. However, it takes more than a keen eye and a fast trigger finger to survive. Success also depends on your flying skills. You must be able to precisely position your helicopter to pick up hostages and vital supplies, such as fuel and ammo.

PROTIP: To find Fuel Dumps in Campaign 5, blast the houses and the high-rises under construction.

PROTIP: Hide behind buildings and the enemy fire you attract will help you destroy the buildings.

A competent crew of copilots is on hand to help you. The best partners (if you can

find them) enable you to fire your chain gun as fast as any turbo-powered controller.



Copilots have their own strengths, weaknesses, and personalities.

PROTIP: A controller with turbo-fire helps alot in the early levels, but you won't need turbo if you rescue Roz or Wild Bill.

PROTIP: Roz the Annihilator is caged in the jungles of Campaign 4.

The informative and easy-to-use Map Screen is the Jungle Striker's best friend. It keeps a running tab on completed objectives and monitors fuel and ammo. Of course, the Map itself is vital, since it displays the locations of friends, foes, and resources.



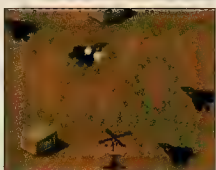
Master the Map Screen or you'll go down in flames.

Oh Beautiful for Spacious Skies

The graphics in this game are a knockout. The opening story sequences, which feature outta-sight digitized pix with slick animation, are the best anywhere. The experimental Comanche RAH-66 looks mean. In fact, EA did some serious homework to replicate this real-life prototype, even though it's still on the drawing board!

Of course, what makes this game is the vehicle response. Desert Strike vets will go ballistic when they experience Jungle Strike's refined helicopter movement. The otherworldly Stealth flies low and slow, but unlike the helicopter it climbs and dives. The motorcycle is super small, but it's to scale with the rest of the game.

The graphics are further enhanced by some nifty refinements. For example, one Campaign takes place in total darkness, and you must use weapon fire to light up the ground. The effect is imaginative and cool, and it's a key tactic, too.



PROTIP: In Campaign 4, single Hellfires make the best flares.

The minor nick in Jungle Strike's blades is the sound. What's there is solid and crisp. The opening theme kicks big time. The weapon blasts and the whop whop of the propellers sound real. Overall, though, the audio just doesn't stand out as dramatically as the cart's other features.

Jungle Fever

Jungle Strike is as good a helicopter combat game as there is for any system. For Desert Strike vets this is a no-brainer. Anyone into whirlybird war ought to rumble with Jungle. **B**

GENESIS PROREVIEW

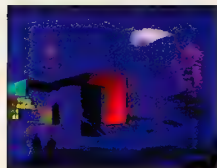


By Scary Larry

Toys is a one-player, $\frac{3}{4}$ overhead-view action/adventure game that will keep you on your Toy toes. Based on the movie of the same name, this game will bring you as many laughs as Robin Williams.

Toys R Us

You play Leslie Zevo, son of the renowned toy maker Kenneth Zevo, who has just passed away. Before he died, Kenneth Zevo left his toy shop to his evil, war-mongering brother, General Leland Zevo, who wants only to produce weapons disguised as war toys.



Toy Vey!

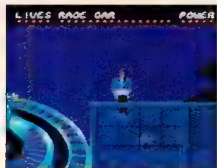
Your father did this to awaken in you, Leslie, a sense of responsibility. As it is, you're not quite ready to take over the huge task of running Zevo Toys, Inc. Dear old dad hoped that a showdown between good and evil would

change you, and with the tough action in this game, it just might.



Tip-toe through the toy town.

The object of the game is to clear each area of enemies, then attack each section's security camera with a squirt gun. To destroy the elephant tank, you have to shoot the elephant's eyes shut, then wet the camera lens. If you don't squirt the camera in time, it'll fire a laser at you, which costs you a life.



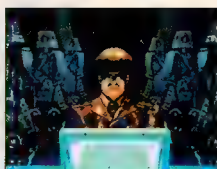
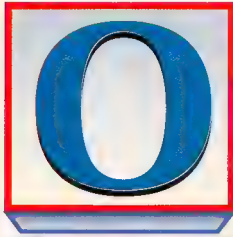
PROTIP: There's a refill box near every carousel in the first stage.



PROTIP: To take out the Jeeps send out the Race Cars. Take out the Helicopters and Pogo Jumpers with the Peanut Gun.

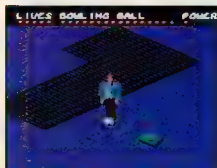
Toys Will Be Toys

To stop you, the General plans to send every evil toy in his arsenal. Although most of his toys look like harmless windups, they pack a deadly punch. You fight Grenade



Don't toy with me!

You can move Leslie in eight directions. Be careful, though, because sometimes toys don't go where you want them to. The frustrating, meticulous, and time-consuming game play isn't everyone's idea of fun. You'll get only five lives; no continues, and no passwords.



PROTIP: Walk away when the Tanks come after you, but remember where their last position was. Launch a Bowling Ball in that direction, then follow it. You can hit most Tanks off-screen.

Toying with You

The graphics in Toys are pretty sharp. You can see all the toys clearly, and their movements are not hampered by slowdown or flicker.

The music is okay, but a little repetitious. The sound effects make up for it, though. Every splat of the Water Balloons and every quack of the Windup Ducks is crisp and clean.

PROTIP: For side-to-side moving elephant cams, keep the water hose steady and you'll blink out both his eyes. When he stops, go for the lens.

Go Play with Toys

Toys is addictive fun, but it's very, very challenging. You may find this four-stage frustration fest a feast for your thumbs. Just don't let the Toys put YOU away. **G**

Game Profile (Genesis)

Although the graphics are humorous and the game idea is imaginative, Toys may not fit in everyone's attic.

Toys by Absolute

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	4.0
\$59.95				
8 megs				
Available June				

Action/Adventure

One player

Balloons, Pogo Bears, and Exploding Elves, and that's just a partial list.

In different areas of the first three levels, you'll find the toys you'll need to defend against the General's barrage of baddies. You have your choice of wacky weapons: Race Cars, Windup Ducks, Bowling Balls, Custard Pies, Water Balloons, and more. Some are mere projectiles, while others actually chase down the enemy.

TAKE ON THE PROS!

RBI '93 BASEBALL

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for R.B.I. '93... it's the only game in town.

R.B.I. '93



KIRBY GIBSON



Replay classic baseball moments with the Game Breakers module and rosters of every division champ since 1969.



DENNIS ECKERSLEY



NOLAN RYAN



You'll know how it feels to store down the barrel of a loaded cannon when Nolan lights up the field: 11,100 MPH.



MARK MCGWIRE



CAL RIPKEN JR.

New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it.



JOSE CANSECO



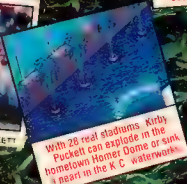
Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida tea?



BARRY BONDS



KIRBY PUCKETT



With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a nert in the K.C. waterworks.

AVAILABLE NOW!



TENGEN
It's a Whole New Ball Game



SEGA

GENESIS

Sega and Genesis are trademarks of Sega Enterprises, Ltd. R.B.I., TM, and Game Breakers are trademarks of Tengen, Inc. ©1993 Tengen, Inc.

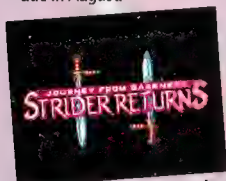
GENESIS PREVIEW



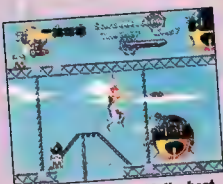
By Scary Larry

Strider fans, hang on to your swords!

That saber-slingin' savior of the Earth is back in action, and he's badder than ever! We all know what that means...non-stop action and insanely furious fun! We hope Strider lives up to his reputation in this Genesis sequel by U.S. Gold, due in August.



Strider Returns, and it's about time!



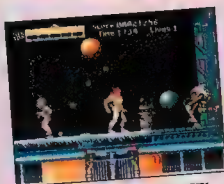
Strider still hangs with the best.

Slash Master

The Evil Grand Master has finally recovered from his last momentous battle with Strider, and he's not a happy camper. He's so mad that he's kidnapped Strider's great love, Lexia, and is keeping her hostage. Talk about holding a grudge!



You're gonna get that trapped feeling all over again.



You're gonna get it from every direction...

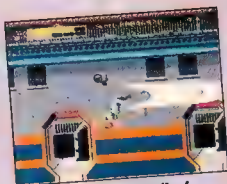
You'll still be able to do your gymnastic gyrations, like the super sliding attack and the awesome aerial somersault, through five levels of action. Your trusty Strider laser sword is also back, along

with a new Sweep sword and shurikens. There'll be power-ups to increase the sword's deadly range. However, Strider will not be accompanied by his famous pet robots.

The backgrounds look cool and clean. You'll face every automaton that EGM (which stands for...Evil Grand Master) has to offer. You'll battle hordes of robots, maniacal mechanical beasts, missiles, and more.



...and from every power source!



Head over heels for action!

This eight-meg title will be a sight for sore thumbs. Genesis players who consider the original Strider the seminal work for Genesis side-scrolling action carts should check out this forthcoming sequel. It looks like the Strider just strolled in again. 

**Journey From Darkness:
Strider Returns
Available August '93**

JOURNEY FROM DARKNESS STRIDER RETURNS



Stone Age Action!

Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



TAITO™

TAITO CORPORATION OF AMERICA
390 Holbrook Drive
Wheeling, IL 60090

TAITO IS A TRADEMARK OF TAITO CORPORATION. THE FLINTSTONES AND THE JETSONS ARE REGISTERED TRADEMARKS OF TAININ-BARBENA PRODUCTIONS, INC. 1993 TURNER BROADCASTING SYSTEMS, INC. ALL RIGHTS RESERVED. SEGA AND GAMEBOY ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM AND GAMEBOY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. 1993 ALL RIGHTS RESERVED.

GENESIS PREVIEW



By Brother Buzz

The Earthbound video game world is overrun with speedy rodentia, so Konami's preparing to trip out with an extraterrestrial marsupial. The star of Rocket Knight Adventures, a colorful, cartoony Genesis cart due out in August, is a radical, armor-clad opossum named Sparkster.

Good Knight, Sweet 'Possum

Rocket Knight Adventures is the first of what Konami hopes will be a series of side-view, multi-scrolling outer space hack 'n' slash adventures. In his debut, Sparkster will go on the warpath across seven levels against an army of porcine punks, who are led by Axle Gear the Black Knight. An empire of pigs has invaded Sparkster's homeland in a far-out world of swords, sorcery, and machines.

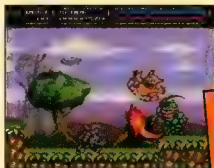
The pugnacious 'possum will barbecue the pigs with his mean power blade that emits a short-range burst of energy, but he has much more than that up his metal sleeves. Sparkster's space-age suit of armor sports a rocket pack that can propel him to supersonic speeds. You'll power up the rockets by holding down a controller button. Release the button and Sparkster zooms across the screen faster than the eye can see (literally)! He'll blast off into the sky or zip along the ground, depending on which way you aim him with the directional pad. At some locations, he'll even ricochet off the walls. The hairy hero will also use his prehensile tail to grab hold of tree limbs and other structures.

Konami's fine command of Genesis graphics is already evident in early versions of the cart, which bodes well for the final product. So far, Sparkster sports killer looks (for a little fuzzy guy). The piggy adversaries cruise around in some of the weirdest, nastiest-looking military vehicles this side of a galactic pig sty. Moreover, it appears he'll face unusually large Porker attackers and huge Porker bosses.

Bring Home the Bacon

If you crave fast and furious sword-swinging action, be on the lookout for GamePro's ProReview of Rocket Knight Adventures. Sparkster's preparing to put a little spark into your video gaming life. **G**

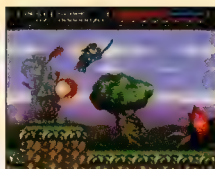
Rocket Knight Adventures
by Konami
Available September



The pigs are on the rampage.



Sparkster's out to make space safe.



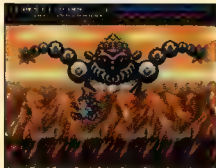
He's got supersonic speed.



Sparkster versus some road hogs.



Pig Power!



Some bosses are huge.

ROCKET KNIGHT ADVENTURES



The Many Faces of Sparkster

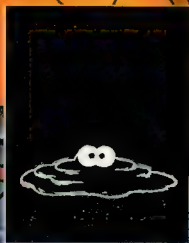
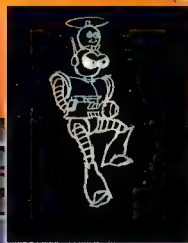


LIFE'S A BITCH

**WANT
TO
FIGHT
ABOUT
IT?!**

SUNSOFT





1-900-288-HINT
TOLL FREE

95¢ for the first minute, 75¢ for each additional minute.

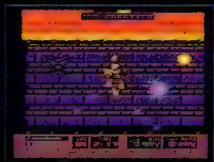
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Messages subject to change without notice. Nintendo®, Super Nintendo Entertainment System®, and Super NES® and the official seals are the trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. © 1993 Electronic Arts.

I'M B.O.B., AND THIS IS MY G.U.N.

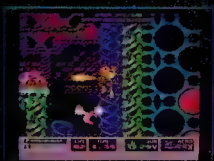
I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo"

- GAMEPRO



I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.



With forty-five levels between me and the door, getting there will be half the fun.

Available on both the Super NES and Sega Genesis systems.



ELECTRONIC ARTS®

SEGA CD PRO REVIEW

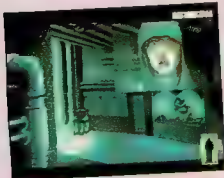


By The Cyber Punk

Sega's *Rise of the Dragon*, a techno-thriller RPG based in 21st-Century Los Angeles, puts you, William "Blade" Hunter, Private Investigator, in the middle of an evil Chinese warlord's diabolical quest for world domination. This hard-boiled interactive comic book is a little too rough for straight-laced players and minors, but the graphics, sound, and game play are great. Even if you've played this smash hit on the PC, you'll be in for a very pleasant surprise. Get set for CD thrills and chills.

A Bad Trip

Bahumat the warlord has just come back to life after 3000 years, and he recognizes



PROTIP: Your girlfriend Karyn is mad at you for standing her up. You'd better make it up to her. A dozen Roses will do the trick. This lady can help you, so be sure not to break the second date.

Game Profile (Sega CD)

Rise of the Dragon is a PC classic, and it will probably earn that honor with the Sega CD. With outstanding graphics, sounds, game play, and story line, it's a sure hit.

Rise of the Dragon by Dynamix

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	5.0	4.0	4.5	4.0

\$49.99

Available now

Role-playing
One player

drugs as the wave of the future. Now Los Angeles has a new problem – MTZ. Simply put, the euphoric drug eventually causes users to mutate into dragons...sometimes dead dragons. The Mayor has retained you because his daughter is the drug's latest victim and he wants justice served (confidentially, of course – it's an election year).

Bahumat figures that, if he has enough MTZ, he can hold the city hostage. You have to stop him at any cost, but it won't be easy. No one really wants to help you, and these streets are mean. Creativity, manipulation, and deception are essential. Cool, huh!

Comics Come to Life

Rise of the Dragon is an outstanding single-player RPG. Like many RPG games, you play from a first-person perspective. Most scenes are great-looking comic book-style graphic panels with little animation. However, a couple of slick, side-scrolling shoot-em-up sequences juice the action and make this *Dragon* stand out from typical RPGs.

This game is all about the story and the interaction with other characters. The story (and your quest) twists and turns depending on the time, the day, and the responses you communicate to each and every person in the game. You'll need finesse to survive. Sometimes a little attitude can help you, but at other times it's fatal.

Dragon offers multiple outcomes, so you're in for an entertaining time every time you play. It seems there's a new twist at every corner. You



PROTIP: Seek out Chang Li in the warehouse. He can provide you with some valuable supplies.



Don't mess with these guys, or you'll meet your maker, which brings up a good point: Save your game occasionally.





PROTIP: If you visit Chen Lu's place, search it thoroughly. Be sure to look at the Vid Phone. Geel The phone number, SS number, and Gun Permit number all end with "0772," could it be a combo or something?



PROTIP: Blow up these reactor-cooling sub panels to buy some extra time. For maximum effect, place the explosive on the second panel.



PROTIP: Wow, what a neat dragon. Why does the eye sparkle? Maybe you should touch it.

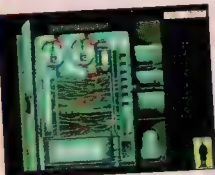


must be very observant and attentive to complete the game...Alive.

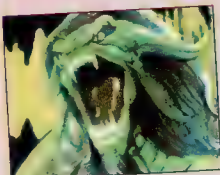
Good Dragon!

Rise of the Dragon offers something for everyone. The dark, somber cyberpunk looks will make comic book fans drool. The crystal clear digitized dialogue is outstanding. It adds a unique level of depth to the characters that sets the mood of the game. Even the soundtrack is happenin'!

The game play is fluid and easy to master, even in the arcade sequences. A smooth point-and-click interface makes it simple to identify and pick up objects. The save option is slick, too, with no passwords to memorize.



PROTIP: When you tap Jonny Qwong's Vid Phone, be sure that you follow the schematics and that the volt meter is as close to zero as possible when you connect the tap.



PROTIP: Bahumat isn't too happy. Duck beneath his fireballs in your final confrontation with him. If you have any bombs left, they might come in handy. Oh yeah, see the mayor for a better weapon.

Discover the Dragon

Rise of the Dragon is without a doubt one of the best games for the Sega CD. Period.

The Dragon has risen! **G**



FINAL FIGHT CD



By The Tummyator

Well, the wait's finally over, and the jury is in. The verdict: Final Fight CD probably won't start a video game riot, but it's still a great reason to rush to your store.

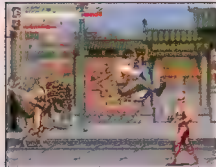


The best in bad-boy butt-kicking action is back!

Haggar and the Horrible Hoodlums

Musclebound mayor Mike Haggar is losing his grip on the crime scene in Metro City. Now the Mad Gear Gang has kidnapped his beloved daughter,

Jessica. Haggar plans a vigilante rescue mission with Cody (Jessica's street-wise boyfriend) and Cody's martial-artist friend, Guy.



PROTIP: For an easy grab, sneak up on opponents from an angle. Use Haggar's leaping pile driver move whenever possible.



PROTIP: Toss all your opponents to one side of the screen and work from there.

Final Fight is a side-scrolling beat-em-up extravaganza and an almost identical conversion of Capcom's original 1989 arcade game. Unlike the SNES version (see ProReview December '91), the CD enables two players to tangle simultaneously. You and a friend choose from Guy, Haggar, and Cody, and leave one of them sitting on the bench for later.

Beat These Streets

The action's excellent, but it doesn't break any new ground. You throw punches and kicks, use grab-and-throw techniques, and bust a super move, which saps a little life power. However, there are no blocks or reversal moves. Overall, this game's arsenal's slightly less intense than Streets of Rage 2's, but the clean controls keep the fighting smooth.

You plow through seven levels, including the Industrial Area, a fiery scene that was cut from the SNES. There's also a new Time Attack mode, which is a fairly boring time-limited test of your punk-thrashing abilities.



PROTIP: Back enemies into a corner and whack them with the pipe. This is especially helpful in the rising-elevator stage.

Haggar'd Looking and Sounding

Final Fight's looks are generally as sharp as a stiletto. The detailed backdrops are hot, there's an expanded cinematic intro, and the characters are huge. However, the colors are

a bit washed out. Also, the generally smooth animation becomes choppy, especially when you throw an enemy. Slowdown and flicker are present, but they don't disrupt the fighting as often as in the SNES cart.

Even though it's coming off a disc, the music is diluted. The remixed orchestral tracks are good but flat. The groans and other sound effects do the job, but without the quality you'd expect from a CD. No finger-snapping material here.



PROTIP: To beat this pseudo-cop, walk toward him at an angle, then throw him. Don't try to jump over his bullets - you'll never make it.

A CD Shot in the Arm

True black-and-blue Final Fight fans will appreciate this CD, even with its lower graphic and sound quality. It may not set any new standards, but this disc injects life into the Sega CD. If you're up for two-player street brawling, by all means slap this saucer into your system. **C**

Game Profile (Sega CD)

A solid arcade-to-disc translation that suffers a little visual and a lot of audio loss, but doesn't skimp on the two-player action. Final Fight still burns butt, even if you know it inside and out.

Final Fight CD by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	4.5

\$49.99
Available now
Beat-em-up

Two players
Limited continues

Blast Your Enemies

With the Power of the Elements!



Take on everything under the sun with the forces of the elements: fire, water, wind, earth and light. As Laden, you must defeat the evil King Gyra and his army of despicable creatures. Elemental Master is loaded with explosive action, devastating magic and the power of the elements. Blast your way through 6 levels of killer vertical scrolling adventure.

If you think you're ready to master the elements, than try Elemental Master!



Renovation Products, Inc. 4655 Old Ironsides Dr., Suite 265 Santa Clara, CA 95054

Licensed by Sega Enterprises, LTD. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, LTD. Distributed by Renovation Products, Inc. ©1990, 1993 Tecno Soft. All rights reserved

SEGA CD PRO REVIEW

TIME GAL



By The Tummynator

Time Gal by Renovation is a full-motion animated Sega CD game that plays like the arcade version of Dragon's Lair. Most gamers remember the unique animation and the forced directional movement of that groundbreaking game. Well, the Time Gal Sega CD successfully reproduces those innovative techniques, albeit a little later than most of us would have hoped.



She's a Gal to be reckoned with.

Time Is on Her Side

You play Time Gal, head technician for Dr. Joseph Harper. Harper has perfected a machine called the Pathforger, which enables people to travel through time. Unfortunately, an evil guy named Luda has stolen the time travel machine, and he's intent on becoming the ruler of all eras in time—past, present and future. Luckily, Doc Harper has anticipated Luda's

attempt to sabotage history, and he gets the Gal to jump aboard a duplicate time Machine to hunt down Luda.

Your work is pretty much laid out for you. You must travel through six eras, ancient and futuristic, to find Luda. On your travels you get your Jurassic kicked, travel through Rome during it's heyday, cross swords through a Spanish Galleon, and so on.

Your main defense, and the bulk of the action, requires you to follow one of four colored "directional jewels" located at the top, the bottom, the left, and the right of your screen. Whenever a directional jewel lights up, you must nudge the joystick to make Time Gal move in that direction. Be quick, 'cuz your reflexes decide Gal's fate. Slow thumbs will bury her. The controls can be overly responsive at times, but you'll get the hang of them.

If you like heavy hacking and slashing, travel to another time. Time Gal's main action is simply moving out of the way of approaching dangers, such as dinosaurs, spaceships, panthers, and falling rocks. To break up the monotony, every once in a while all four directional jewels light up. When that happens press any button and Time Gal fires her gun, swings her sword, or does whatever it takes to waste the bad guys. At certain points, Time Gal makes a Time Stop

and presents you with three action choices. Two of them are dead wrong.



PROTIP: When a Directional Jewel lights up, quickly press the corresponding direction on the control pad several times. That way you have a better chance of going in the desired direction immediately.



PROTIP: Focus your eyes away from the on-screen action, while at the same time keeping a vigilant watch on the direction jewels. After you play through an area and get a password, you can view the entire area you just went through, including the mistakes you made.

Who's That Gal?

The animation in Time Gal is what makes this game worth a play through or two. It's great, with bright, vivid colors, and fast-paced, exciting movement. The graphics that appear when you make a wrong move are alone worth the price of the CD. And despite all the on-screen action there's no slowdown, because you aren't

manipulating sprites, you're just reacting to the graphics displayed by the CD.

The sounds run hot and cold. The music is rinky, particularly for a CD game. However, the sound effects (especially Time Gal's speaking parts) are funny and clear. Other sound effects are pretty sharp as well, and you'll hear all the prehistoric roars, medieval grunts, and futuristic groans that time has to offer.



PROTIP: If you've made a mistake (which means you died), your reaction time may have been too slow. Remember at what point Time Gal bit it. Then, during the replay, hit the button before you see the direction jewel light up.

The Gal Can't Help It

This game will keep you entertained, but not forever. Appropriately, Time Gal challenges your sense of timing, but once you get the hang of it, you'll likely whip through this game. However, during the ride, you'll see and hear the best that the Sega CD has to offer...for now.

If you're looking for a boy toy, check with Madonna. But if you're looking for a Gal pal, this is it. **C**

Game Profile (Sega CD)

Sega CD fans who want full-motion animation, funny game play, and nonstop action will definitely want Time Gal in their arsenal.

Time Gal by Renovation

Graphics	Sound	Control	File/Save	Challenges
4.5	4.8	4.5	5.0	Adjustable

\$49.99
CD
May
One player
Action/Adventure
Passwords

CRASH!!!



Break a leg at the
Crash Test Center!

There's action
at every turn!

You're top of the heap
at The Junkyard!

Shakin' and breakin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with the Junkman...The Incredible Crash Dummies™ are guaranteed to crack you up! So don't bang your head against the wall! Get The Incredible Crash Dummies™ on NES™, Game Boy® and Game Gear® – and meet some real headbangers!!!



**FLYING
EDGE**
A Division of Acclaim Entertainment, Inc.

The Incredible Crash Dummies™ © 1993 Tyco Industries, Inc. Licensed through Leisure Concepts, Inc.™ Nintendo® Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Screens shown are from NES™ version.

"GENTLEMEN START YOUR SCR

Your windpipe will get a workout when you see what Konami® has prepared for you in the **Batman™ Returns** game for Super NES™.

But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

Because **Batman** has rapid-fire fists and is a master of flying body



slams, spinning judo kicks, double head knocking and other means of maiming. And check out our hero's humungous size. We're talking big!

In seven 3-D movie-like levels, experience the agony of **Catwoman's** claws, kicks and whip and the ecstasy of pummeling **The Penguin** and his clan of delinquent clowns, all talented in terrorism.

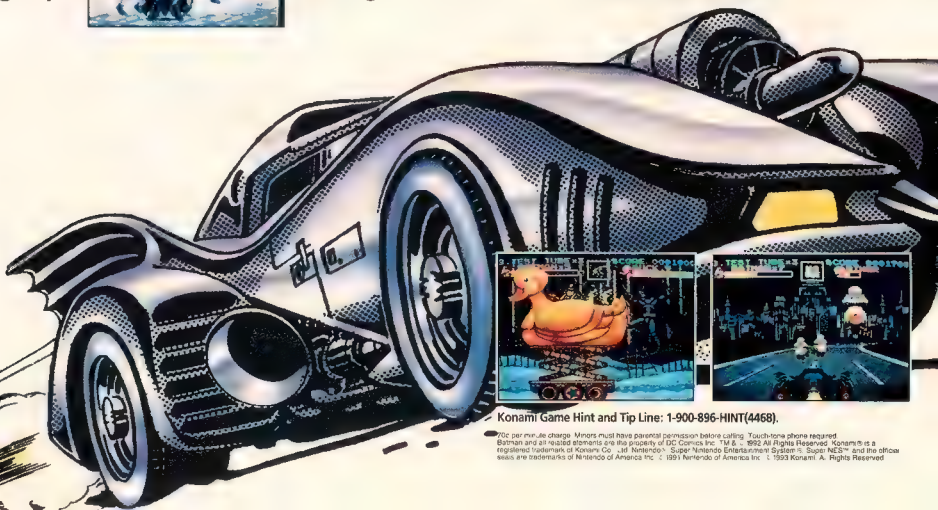
Inside your cape of fear are **Batarangs** and test tubes, essential for battling the Tattooed Strongman, the Organ Grinder and the rocket launching Duck Vehicle.

Blow away renegade bikers with the **Batmobile** loaded with **Batdiscs** and catapult yourself to safety with your trusty **Grappling Hook**.

The frigid fiend is chillin' in his way cool lair waiting to put the **Caped Crusader** on ice. So put on your cowl and put up your dukes. Can't you hear **Gotham City** screaming for help?!



KONAMI®



Konami Game Hint and Tip Line: 1-900-896-HINT(4468).

For per use charge. Minors must have parental permission before using. Touch-tone phone required. Batman and all related elements are the property of DC Comics Inc. TM & © 1993 All Rights Reserved. Konami is a registered trademark of Konami Co., Ltd. Nintendo Super Nintendo Entertainment System, Super NES™ and the official logo are trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. © 1993 Konami. All Rights Reserved.

LEAWING



**In 1993, the world's fastest
Formula One Driver
is tearing apart the world
of Indy car racing.**

**In 1993, a video game company
will introduce a racing game
that is simply the fastest,
and most realistic racing game
ever available for the Super Nintendo.**

**The name of the company
is Gametek.**

**The name of
the game is...**

1-800-320-GAME

GAMEPRO

STRATEGY GUIDES

PRESENTS

STAR WARS #2



FREE



Cantina Crawl!



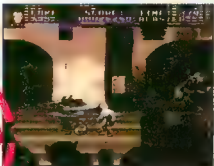
Head into the Cantina as the Wookiee Chewbacca. He starts with more life than Luke, and he'll need it.

Mob Scene



Don't walk up to the Red-and-Blue-Hooded aliens, or they'll all attack you at once. If you walk to the right and wait, they'll approach you individually, and you can pick them off one at a time.

Star Whirl



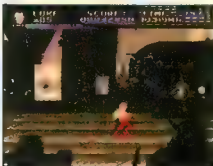
The enemies with capes will spin you into a fatal frenzy. They're invincible while they're spinning, so shoot them before they start, or Super Jump over them and shoot 'em when they stop.

Follow the Bouncing Bad Guys



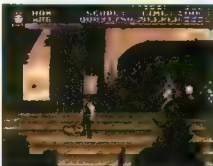
Blast the bouncing enemies from far away. Don't let them get too close, or you'll be an intergalactic butt-warmer.

Hooded Hoodlums



Shoot the Red- and Blue-Hooded aliens right when they start to move. They're invincible before they move, but you can shoot them when they jump.

Hoods with a Heart



The Red-Hooded enemies always give up big hearts. The other enemies will drop various items, including gun power-ups and Thermal Detonators.

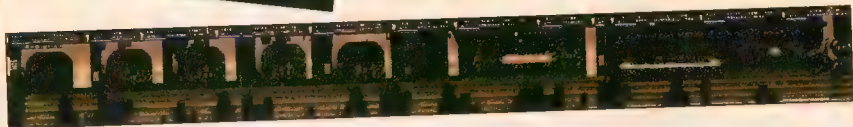
Cantina



Profile

The Cantina is located in the heart of Mos Eisley and is the city's social focus. Designed to provide shelter against Tusken Raider attacks, it is one of Tatooine's first blockhouses. Chalmun, a Wookiee, is the current owner. He converted it from a local armory into a bar. Its central location has been a boon to smugglers, bounty hunters, and others who must conduct business deals quickly.

The Cantina has no formal gambling tables or permits, but there are always card games and other games of chance. The seven-piece band, lead by bandmaster Figrin "Fiery Figrin" Da'n, is there to discourage violence. The bartender is a non-communicative local, but regulars, such as Vareth, Garron, Sinthia Pulchatt, Oxbel and Beeyon Nace, are boisterous.



Move Along Little Dogies



You have to clear out the whole menagerie of meanies before you can fight the Kalhar boss monster, so don't think you can just belly up to the bar.

Kalhar



Once you get past the last of the Cantina's riffraff, move slowly to the right. When the

Boss's health bar appears, start shooting. Your laser blasts will slowly push Kalhar back to the right, but then he'll charge at you. When he does, move toward him while jumping (or Super Jumping). This will push him back to the edge of the screen. Then, quickly move to the left and start again.

Take Your Pick



After meeting Han, you can choose to play as any of the three Rebels.

Character Cheat



If you don't want to wait to play Han or Chewbacca, **type in Y, X, X, X, A, A, A, B, B, Y, Y** at the LucasArts title screen.

Han Solo



Profile

Height: 1.8 m
Age: Over 30
Occupation: Smuggler

Han Solo is a smuggler, a pirate, a Corellian starship pilot, and lately a hero of the Rebel Alliance. He is wanted for various crimes throughout the galaxy; he has smuggled weapons, contraband, and people. His opponents have included slavers, Imperial frigates, and TIE squadrons. He is reportedly quick to anger and follows no rules but his own. He captains the infamous Millennium Falcon, which he reportedly won in a Sabacc card game against Lando Calrissian. His copilot is Chewbacca the Wookiee. They are frequently employed by the noted crime lords, Ploovo-Two-For-One and Jabba the Hutt. Currently, Jabba the Hutt and the Emperor have contracted bounty hunters to find and kill Solo.



Escape from Mos Eisley



To get out of Mos Eisley, use Chewbacca as your character.

High Maintenance



The mid-level boss is a Maintenance Droid. To burn its metal, crouch and fire at it. The Droid has three health bars, one for each arm and one for its firing/drilling stage. Take out its

arms first, and then go for the drill. The Droid won't be destroyed until you've drained all of its health bars.

Energy Boost



You'll find more crates and barrels in this level. Destroy them all to uncover their hidden contents. Also, check the remote corners to find other secret items.

MOS EISLEY: HANGAR 99



Land Mines



Shoot the mines from far away. They eat up time if you let them explode on their own.

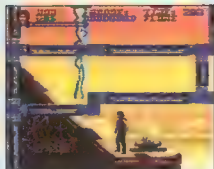
Grabbing Cranes



You can either shoot the grabbing cranes or slide under these cruel crushers.



Laser Gates



If the Gates are on a slope, use Button L to look down and they won't fire.

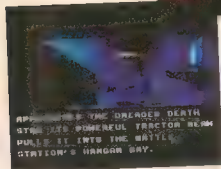
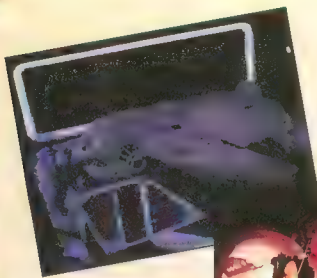
Good Health



If you need health, stand back and shoot the Droids. They

leave hearts behind. If you're too close, however, their shrapnel will sap your health.

Millennium Falcon



Profile

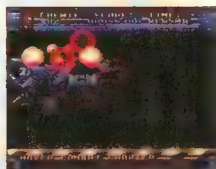
Type: Modified Corellian stock light freighter
Crew: 2 (minimum)
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Weapons: 2 quad laser cannons; 2 concussion missile tubes; 1 light laser cannon

The Millennium Falcon's interior, including the ship's systems, has been repeatedly modified and rebuilt, but the exterior has remained unchanged. The ship contains many used flux converters, landspeeder turbothrusters and droid servomotors. The Falcon packs an armament rating well beyond legal allowance for non-military vessels, including a higher lift mass ratio and more shields than found on a starfighter.

Han Solo, the Millennium Falcon's captain, relies heavily on camouflage to avoid combat or other unpleasantness. To this end, he has allowed the hull to remain rusty and dingy, dented by micrometeors and carbon-scored by laser fire. The Falcon's computer is extremely flexible and sophisticated. As a result of the Falcon's extensive modifications, breakdowns are a chronic problem.



Hover Combat Carrier

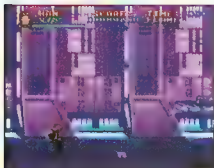


To beat the HCC, slide directly underneath it, then crouch

and fire up at it. It's essential to take out the middle turret on the bottom first. From this position you can also destroy the two jets and the front turret. Once they're gone, slide to the far right, crouch, and blast the rear turret. When it's gone, stay crouched and blast away.

DEATH STAR HANGAR BAY

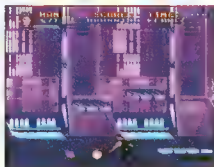
Go Solo



Use Han to get through the Death Star Hangar Bay.

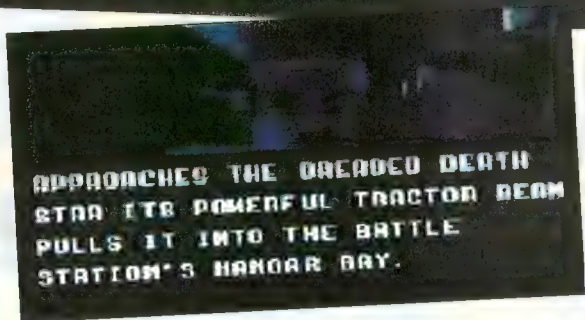
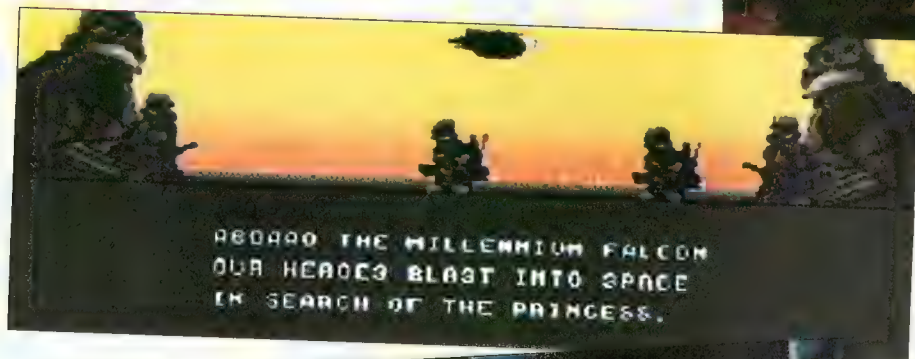


Watch Your Step



Destroy the little rolling Droids, or they'll roll you into a pit, where you'll lose a life no matter how much health you have.

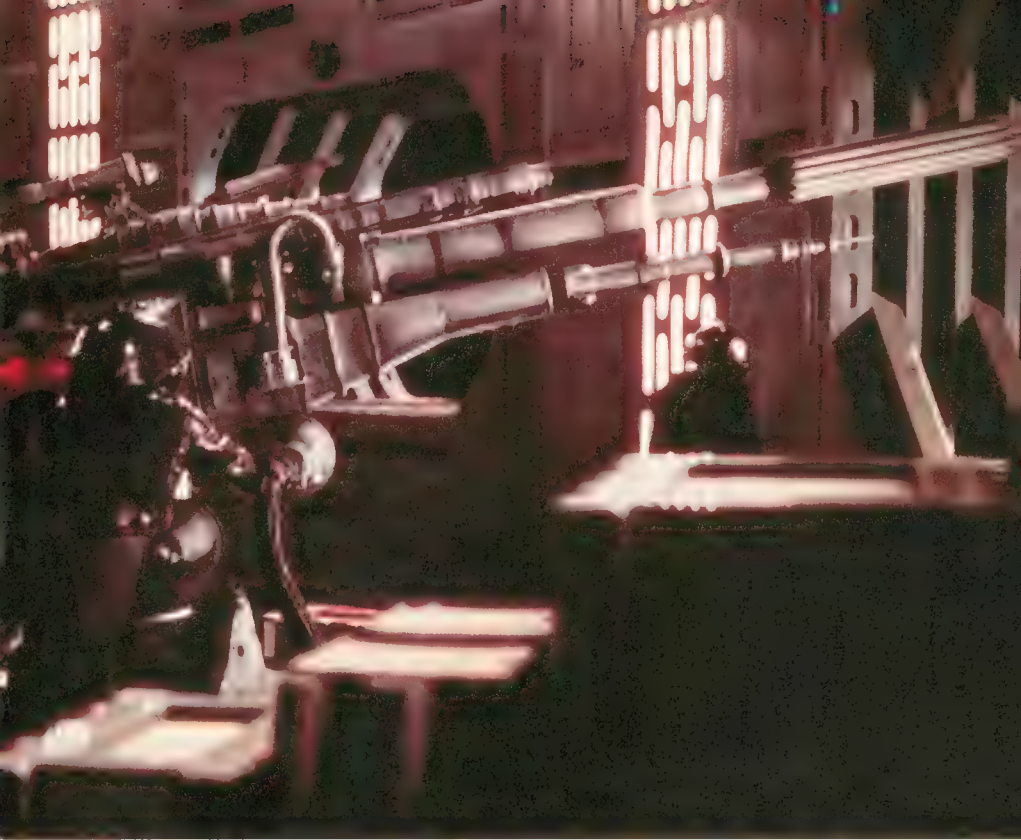
Long Live the Force



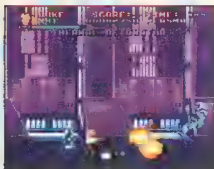
All in the Timing



Timing's the key to victory when the TIE fighters are flying by. Study their flight pattern, stay on the platforms, and listen for the sound cues. At the right moment, Super Jump over them, landing back on the platform. If you miss the platform and land on the ground, stay crouched until the next one goes by, then quickly jump up to a platform and then over the next TIE fighter.



Low on Hearts



If you get low on health, hang out in an area clear of TIEs and shoot the Troopers for hearts.

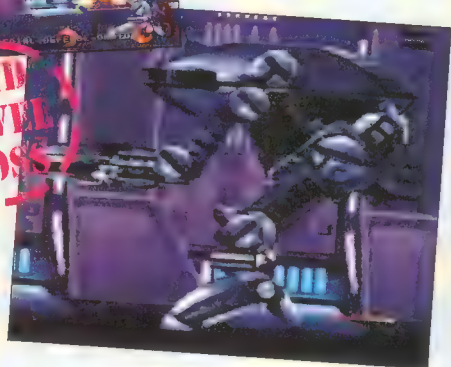
Imperial Defense Droid



Keep your eye on this Droid. When it jumps, slide under it and crouch behind it. Since the Droid is only vulnerable when it's releasing its guided missiles, aim at the point where it releases them. You can then shoot the missiles and damage the Droid.



**END
LEVEL
BOSS**



RESCUE PRINCESS LEIA

Fuel for Love



To build up your power supply to make it through the Death Star and rescue Leia, start from the first platform and go to the third set of elevators. Then Super Jump to the left and you'll discover a room with two big hearts and three gun power-ups.



Dummy Droids



Don't waste your time on the big Droids skimming along the ground. They don't become vulnerable very often and they don't cough up any items.

Laser Turrets



Shoot all the laser turrets quickly, because they shoot often and do tons of damage.

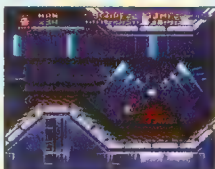
Slamming Doors



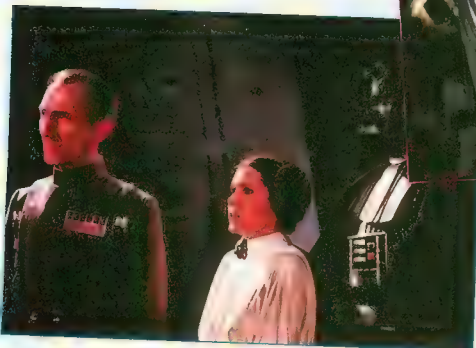
Let the slamming doors fall, then start moving as soon as they start to rise. Be sure to clear the area of all Droids before you move through the doors. If you don't, the Droids

could slow you down, causing the doors to slam down on your behind.

Worth Their Weight



Some doors open up on gun power-ups, but don't try for them unless it's absolutely necessary. The timing is difficult. If you decide to go for it, slide down into the middle of the door, jump up to get the gun, then quickly jump to the other side.



IT'S OUR 4TH ANNIVERSARY

It's our party and we'll play it we want to. To celebrate GamePro's fourth anniversary, we thought we'd take a quick trip down video game memory lane. Join us in our flashback as we scan four years of cool covers and remember some of our favorite video game milestones!

GAMEPRO 1989

1989



GENESIS



GAME BOY



TETRIS



TURBOGRAFX-16



TURBOGRAFX CD



1990



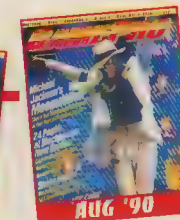
LYNX



TURBO EXPRESS



BONK'S ADVENTURE



NEO-GEO



TEENAGE MUTANT NINJA TURTLES

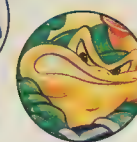
1991



GAME GEAR



SONIC THE HEDGEHOG



BATTLETOADS



SUPER NINTENDO



SUPER MARIO WORLD



1992



STREET FIGHTER II



SEGA CD

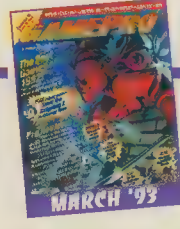
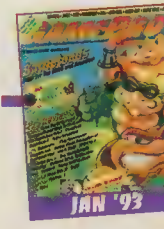


SONIC THE HEDGEHOG 2



THE DUO

1993



GAMEPRO 1993

CAPCOM

PRESENTS:

STREET FIGHTER II

CHAMPION EDITION

AVAILABLE FOR
**GENESIS
SUPER NES**

DHALSIM



Jump up, then press Down plus Fierce or Roundhouse to immediately attack using your head as a torpedo! In Street Fighter II, Dhalsim could only pull this move at the peak of a jump. In the Champion Edition he can pull it anywhere, anytime!

GUILE



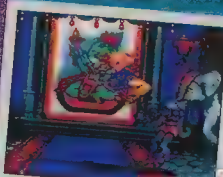
Hold Back or Towards and press Forward Kick to slap a flying knee right in the enemy's face.

RUFU



Press Down, DownTowards, Towards, and any punch button to throw faster-than-ever Fireballs.

SAGAT



Press Down, DownTowards, Towards, UpTowards, and any kick button to slam the opponent with a flying knee.

VEGA



Vega knocks down opponents with this in-flight leg. It's fast enough to overpower most enemy strikes.

ZANGIEF



After you knock an opponent down, throw a ducking Forward or Roundhouse Kick just as he or she stands up. If the enemy blocks, go for a whirl with the Spinning Pile Driver.

BALROG



To butt heads with an opponent, stand close, push Towards, and tap Fierce or Strong.

KEN



Press Towards, Down, DownTowards, and any punch to throw a quick uppercut. If you Fierce Dragon Punch close to the enemy, you'll score two fast hits! Ken's Dragon Punch has a much longer reach in the Champion Edition. Use a Fierce Dragon Punch to clobber careless long-range opponents.

CHUN LI



Stand Close to the enemy and then press Towards plus Roundhouse to flip into the air and nail the enemy on the way down. After knocking down the opponent, walk Towards the fallen body. Just as his or her body bounces on the ground a second time, press Roundhouse to strike with another Flipping Neck Breaker. If your timing is right, you'll hit low just as the enemy is starting to stand up. If your move worked, Chun Li's feet will seem to pass through the floor.

E. HONDA



Tap any punch button rapidly to hit it off with Honda's Hundred Hand Slap. Now you can move left and right while you're in mid-Slap.

M. BISON



Charge Back, then press Towards plus any punch button to spiral down the screen in your opponent's face. The stronger the punch button used, the faster you'll fly! The Flamming Torpedo can pass through almost any attack except projectiles.

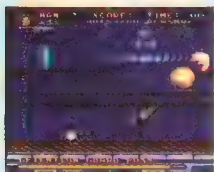
BLANKA



Tap any punch button to fire up Blanka's Electricity in a jiff. You can fry enemies quickly and efficiently.

GAMEPRO

Detention Guard Boss



To beat the Detention Guard Boss, stay underneath it and fire up. Once you blow up the main hover craft, there'll be a pod left to destroy. After it's completely obliterated, run to the right to the Princess's cell.

TIP
LEVEL
BOSS



Power-Up



If you're low on health, shoot the Storm Troopers that jump out of the Boss. If you hit them while they're on the ground, they'll sometimes fork over hearts and power-ups.



Your Highness



HOW WE MUST DEACTIVATE THE
TRACTOR BEAM AND ESCAPE.

Princess Leia

ProFile



Height: 1.5 m

Age: over 20

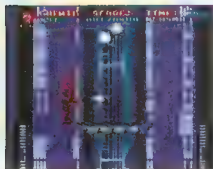
Occupation: Imperial Senator and leader of the Rebel Alliance

Princess Leia Organa is the third most wanted criminal in the Empire. Starting as one of the youngest representatives to the Imperial Senate from Alderaan, she is now one of the driving forces within the Rebel Alliance. She is a brilliant organizer and ruthless fighter.

Leia is the adopted daughter of Bail Organa, the late Viceroy and First Chairman of the Alderaan system. Leia learned the principles of justice and honor from Bail Organa. She used her political status to regularly transport supplies, deliver funds, recruit members, and participate in clandestine missions for the Alliance. While Leia was carrying the important technical readouts of the Empire's deadliest weapon, her ship, Tantive IV, was captured and she was imprisoned on the Death Star by Darth Vader.

TRACTOR BEAM CORE

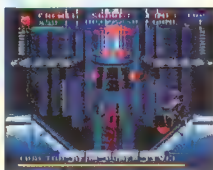
'Bacca's Back



To get to the top of the Tractor Beam Core, use Chewie

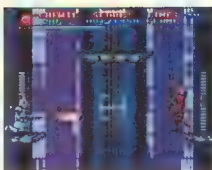
and shoot all the lasers before they shoot you. Try posing Chewbacca in different stances to discover the easiest way to destroy the lasers. Sometimes Chewbacca needs to crouch, while other times he needs to stand and jump.

Spidey



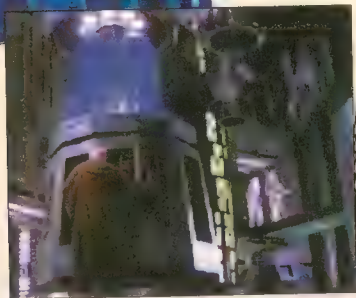
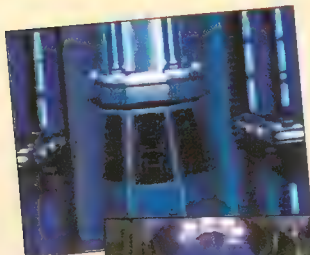
Watch out when you reach the top of the Core – there are two Spider Troopers waiting. Jump and shoot them both, then jump off the platform and collect the two big hearts they leave behind.

Hang On



If you fall off a platform, push right or left to catch another platform at the edge of the screen.

Tractor Beam

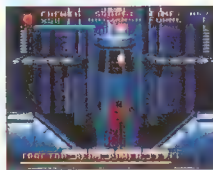


ProFile

The tractor beam has shifted from a commercial cargo moving tool to a potent offensive weapon. Tractor beams are now powerful enough to capture and detain immense vessels in flight. It is difficult for tractors to lock onto fast-moving targets, however, and ships can sometimes break a tractor's grasp by maneuvering beyond its covering arc. The size of an individual tractor beam varies in proportion to the generator that drives it.



Beam Me Up



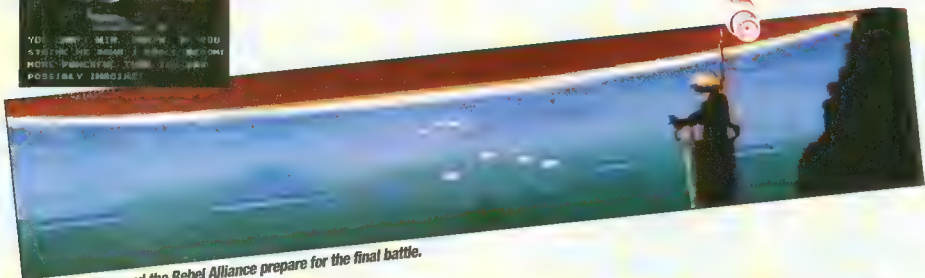
To beat the Beam, stay on the rail where the Spider Troopers

were and place yourself under the Core, where the lasers are shooting from. Use the R button to look up, then fire up to destroy the lasers. If you're centered correctly, no lasers will get out.



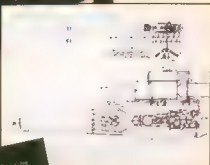
DEATH STAR ATTACK

Super Star Wars Theater



Darth, Obi-Wan, and the Rebel Alliance prepare for the final battle.

X-Wing



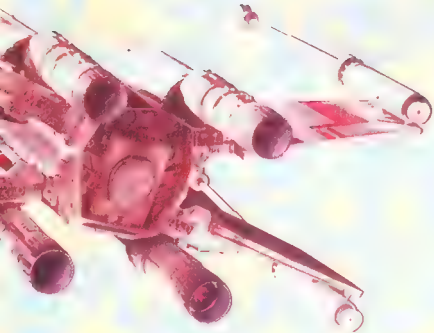
Profile

Craft: Incom T-65B X-Wing
Type: Space Superiority Starfighter
Length: 12.5 meters
Crew: 1 pilot plus 1 astromech droid
Passengers: None
Cargo Capacity: 110 kilograms
Consumables: 1 week's supply
Weapons: 4 laser guns, 2 proton torpedo launchers

The X-Wing is at the forefront of starfighter performance. Its high speed, heavy firepower, and sophisticated flight and combat systems make it one of the most formidable spacecrafts in existence. The X-Wing utilizes rare alloys, sophisticated components, and a highly advanced control system. Only top Rebel Alliance pilots are commissioned to fly X-Wing fighters. The pilot is sealed into a compact (but comfortable) cockpit, and controls the fighter's complex systems through a powerful flight computer.

The X-Wing was the last starfighter to be developed by Incom Corporation before the Empire stopped production of non-naval war craft. It handles much like Incom's popular T-16 Skyhopper. When Incom ceased operations, a Rebel commando team helped Incom's X-Wing senior design team defect to the Rebel Alliance.

The primary armaments include forward-firing, long-barreled lasers and proton torpedo launchers for use against slow-moving targets. In the event of an engine failure, an auxiliary generator provides backup power for life support, shields, weapons, and the subspace radio.



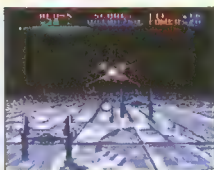
Tower Trouble



Move side to side to destroy the Towers. Moving up and down will throw off your aim. Continue firing to sweep the screen clean. Even random shots can help you if they land

on a target. The Towers are easy to destroy, but you'll lose a life if you run into one.

Un-Tie Me!



When the TIEs descend upon you, move back and forth...and fire, fire, fire!

TIE Fighters



Profile

Craft: Sienar Fleet Systems
Crew: One pilot
Passengers: None
Consumables: Two days

There are three types of TIEs: StarFighter, Interceptor, and Bomber. TIE fighters are used to escort fleets, provide reconnaissance, patrol disputed space, support ground troops, engage smugglers and pirates and hunt down Rebels. To most space pilots, TIE fighters symbolize the true might of the Empire.

The TIE fighter was designed and built by Republic Sienar Systems, which is famous for the finest combat spacecraft designs in the galaxy. The TIE fighters use a unique propulsion system and are easily recognized by their hexagonal solar power panels. Since they use their propulsion mass efficiently, they carry limited fuel supplies. Because of their twin ion engines, TIE fighters are faster than most commercial spacecraft. TIE pilots are highly respected throughout the Empire and the Galaxy. The TIE's greatest weakness is its lack of deflector shields, making them vulnerable to direct hits from military lasers or heavy blasters.

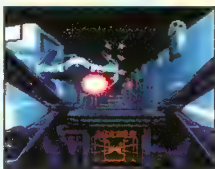


TRENCH BATTLE

Great Balls of Fire



Death to Darth



Concentrate your fire power on the Laser Balls. The TIEs can't hurt you, but the Lasers will. Once you get to Darth Vader, you're all clear.

To destroy Darth, wait for the counter to read zero, then fire your photon torpedoes.

Darth Vader



Height: 2.02 m
Age: Unknown

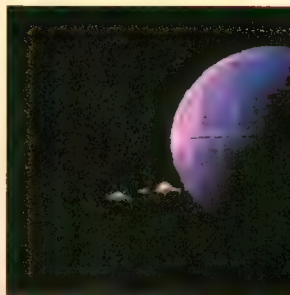
Darth Vader (a.k.a. the Dark Lord of the Sith) serves the Dark Side of the Force. A servant and emissary of the Emperor, Vader epitomizes the Emperor's New Order.

Although Vader was once a Jedi Knight and a student of Obi-Wan Kenobi, Vader turned to the Dark Side of the Force to gain power. He has assisted the Emperor by killing a number of Jedi Knights. A devastating battle with Kenobi has forced Vader to wear a specialized breathing apparatus.

Lord Vader rules with strength and fear. Those who cross him face pain and death. He is a master of the Lightsaber and is nearly invulnerable to blaster fire, deflecting the blasts with a casual pass of his gloved hand. Vader's psychic powers are strong; he can communicate over vast distances with others who wield the Force.

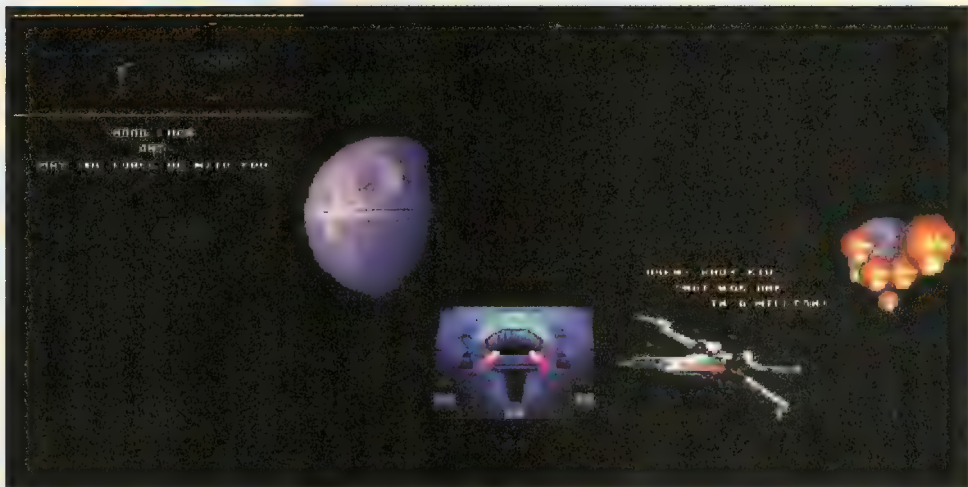
ProFile

Death Star



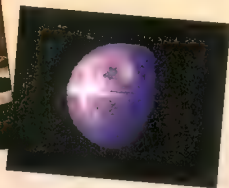
Coronation





Profile

The Death Star is a devastating warship being developed by the Emperor. Few facts are known about it. A copy of the Death Star's floor plans was stolen by the Rebel Alliance and was last known to be in the possession of Princess Leia Organa, a leader of the Alliance. The Emperor has failed to recover the plans, even after the capture and subsequent interrogation of Princess Leia.



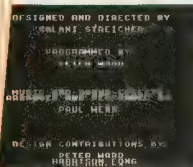
Omniscient Power



If you don't have the patience to make it through on your own, wait until the title screen appears and try this God code:

AAAAX BBBBY XXXXA
YYYYB ABXY

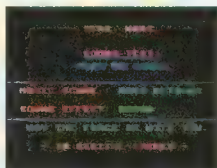
Creditability



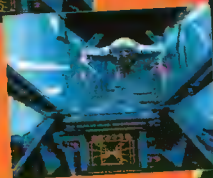
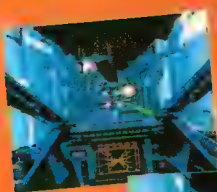
To see the makers of this masterpiece, wait until the LucasArts title screen appears, then tap in:

ABABABAB

Groove to the Beat



To be your own music maker, get to the Sound Menu by waiting until the LucasArts title screen appears, then simultaneously press **A**, **B**, **X**, and **Y**. Then press Pause.



Don't Get Beat, Get Hit! Subscribe to GamePro!



YES!

Enter my one-year subscription (12 action-packed issues) to GamePro [12 action-packed issues] to GamePro [12 action-packed issues] at the incredibly low price of \$19.97. I save over \$39.00 (66%) off the cover price!

Hit Me With GamePro!

Name _____

Address _____

State _____

Zip _____

City _____

☐ Bill Me

☐ Payment Enclosed

GamePro, PO Box 55527, Boulder, CO 80322-5527

Send Foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$59.40. Please allow 6-8 weeks for delivery of your first issue. California residents please add \$1.45 sales tax.

58767

**12 Issues
only \$19.97
66% off the
cover price!**

SUPER NES PRO REVIEW



By Slasher Quan

Capcom rocked your SNES two years ago with *Final Fight*, the baddest side-scrolling beat-em-up on the block at that time (see ProReview, December '91). Since then, the stakes for high-quality 16-bit brawling have been raised with the release of leaner and meaner games, like *Streets of Rage 2* for the Genesis.

Now *Final Fight 2* enters the scene with two-player action and new characters, but with game play very similar to *Final Fight*. This sequel puts up a good fight, but unfortunately it seems to have lost some muscle tone in the off season. *FF 2* is more like a tremor than an earthquake.

Mad as Heck

Final Fight reached a smashing conclusion when Haggard,

Cody, and Guy pounded the Mad Gear Gang's boss Belger through a plate-glass window at the top of a high rise. Belger's splat on the cement below signaled the end of the Mad Gear's grip on Metro City...or did it?

Two years later, the remnants of the Mad Gear Gang have reassembled into a cohesive international crime force, vandalizing major cities around the globe. Worse yet, the Gears have kidnapped Guy's karate master, Genryusai, and his daughter, Rena. Cody and Guy are out of town, so Haggard recruits Maki and Carlos to help him throw a wrench into the gang's gears once and for all.



The Mad Gear Gang is lookin' for a fight...a Final Fight.

A Big Maki Attack

Teamwork is the key to success, and *FF 2*'s team holds all the keys. Maki is Rena's great-looking sister, and she combines Chun Li's agility with Guy's ninjitsu. Carlos is Haggard's South American roommate, and his sword skills bring down the house! Mike

Game Profile (Super NES)

Great two-player fighting with new characters, but this cart needs more moves, smarter enemies, and better tunes. *Final Fight 2* is an a--kicker, but it doesn't pack many new punches.

Final Fight 2 by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.5	4.8

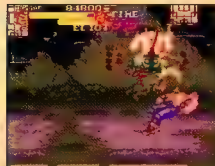
ADJ.

Price unavailable
10 mugs
Available July

Beat-em-up
Two players
Limited continues

FINAL FIGHT

Haggar is a Herculean professional wrestler who crunches all the skulls he wants with his new-and-improved Spinning Pile Driver.



PROTIP: Land on enemies as you perform Haggar's Spinning Pile Driver for on-screen enemy genocide.

Unlike its forefather, Final Fight 2 enables two players to deal out the punishment together. You pick from the three fighters and leave one riding the pines for later. One player can also go it alone. Even in two-player mode, there's almost no slowdown, and the screen flicker is negligible. Character control is smooth and easy-going.

Fit for Fighting

Physically, Final Fight 2's in top form, but you'll notice right away that the moves are basically unchanged from the first Final Fight. You get the same variety of attacks, including punches, kicks, jump kicks, hair-pull moves, throws, and a special attack that saps your energy as it crushes the enemies. You also get knives, two-by-fours, and nightsticks.

Playing this game is like getting stuck in a time warp, because all the moves are stuck in a rut. Even though it's a good beating, FF 2 should have popped you with more complicated controller techniques, blocks, and reversal moves.



PROTIP: Punch an enemy, then grab him while he's stunned and use a throw.

Throw the Bums Out!

Ever notice how video game villains always return for more punishment in sequels? Unfortunately, that's the case in Final Fight 2. Some old favorites are back, such as the towering Andores, but they haven't learned any new moves. The new punk recruits wield sticks, knives, and shock guns, but their attacks are unimaginative and repetitive. The Mad Gear Gang just isn't as cosmopolitan this time around, and the bonus stages are also dreary doses of *déjà vu*.



PROTIP: Batter the car in these four vulnerable places in the first bonus stage.



PROTIP: Nail the drums when the flames dissipate in the second bonus stage.

Isn't that Special?



Check out Haggar's Spinning Clothesline, Maki's Spinning Handstand Kick, and Carlos' Sword Attack. These special techniques drain a little of their life lines. You gotta be able to dish it out and take it, too.

The lack of diversity wouldn't be so bad if the enemies were smarter, but their SATs would probably match their shoe sizes. You can adjust the difficulty, but even on the highest level it's much too easy to grab and throw the feeble foes. Anyone with above-average skills will down Final Fight II in one sitting, wipe off the foam, and wonder where the rest of the game is.



PROTIP: Toss cronies into their boss at the end of the level. Fighting from a distance is far safer than a hand-to-hand slugfest.

Massaged in the Eyes

Whereas the first Final Fight thrust you into city slums, bars, parks, and alleyways, the second takes you on a graphic tour of six famous cities around the world. The new backgrounds are crisp and detailed, but you may find the scenery less appealing in this go-round. International sight-seeing in front of cafes and docks

doesn't work well with the fighting theme. However, the character animation is astoundingly smooth and fluid. Additionally, there is now vertical screen scrolling in addition to the horizontal movement.



PROTIP: In Holland, throw foes onto mines to detonate them safely.

Belted to the Beat

Final Fight 2 cranks some great sound effects, but a few of them—like Maki's squeal—can be annoying. The music's okay, but it loops quickly and is a big disappointment compared to the emotional, resonant tunes from the first Final Fight.

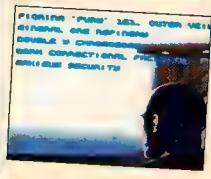
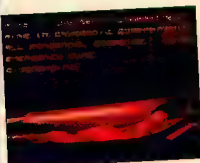
Final Analysis

Final Fight 2's a fighter to be reckoned with, but it's not a knockout. You'll want to take it on for the thrills of two-player Final Fighting, but the game play's predictable, the music's weak, and the enemies are bums. This isn't the fight to end all fights, and we hope the next Final Fight installment is better...finally. **D**

FF2

SUPER NES PROREVIEW

FIG1-C -- WYCORP -- NTCMCN --
01500... Urgent...code red
alert...multiple xenomorph
presence confirmed on Fiorina
161...several prisoners con-
firmed dead...nesting activities
suspected near disabled central
power generators...prime
directive: do not destroy xeno-
morphs...prisoners are expend-
able...repeat: do not destroy
xenomorphs...prisoners are
expendable...rescue ship dis-
patched...eta: 12 hours...Wey-
land-Yutani Network Comcon
01500 Out...End msg.



Game Profile (SNES)

This version of *Alien 3* is one of the best yet. Spectacular graphics and challenging original game play make it a mandatory adventure, even for survivors of *Alien 3* on other systems.

Alien 3 by Acclaim



\$59.95
3 mags
Available June

Action/Adventure
One player
Passwords



By The Unknown Gamer

Alien 3 by Acclaim is a one-player action/adventure game that looks and plays entirely differently from any previous *Alien* game. This cart's six multi-scrolling stages feature spectacular graphic, and game play that's good enough to make you scream.

Get It Off Your Chest

You're Ripley, a C-3 grade Lieutenant for the Weyland-Yutani Corporation. After a catastrophic encounter with *Alien Xenomorphs*, you're attempting to return to Earth aboard your ship, the *Sulaco*. A disastrous malfunction causes the *Sulaco* to crash land on Fiorina 161, a remote, maximum-security prison colony in deep space. When you awaken from a state of hypersleep, you discover that you're the only human survivor. Unfortunately, and now they're busy repopulating the prison colony with hundreds of offspring whose favorite food is human flesh. Your mission is to stop the *Aliens* once and for all, before the Weyland-Yutani rescue ship arrives and the *Aliens* escape to infest other worlds.

The Mother of all Aliens

Alien 3 dishes out the best game play of all the *Alien* sagas. In each of the six stages, you must tackle up to eight missions, 40 missions in all.

Every mission confronts you with a new challenge beyond standard *Alien* bug blasting. Your tasks range

from rescuing trapped prisoners before they become *Alien* food, to fixing broken pipes and repairing damaged power generators.

Fortunately, Ripley's armed and dangerous. She totes a deadly Flame Thrower, a Grenade Launcher, and a Machine Gun -- all more than

ALIEN 3

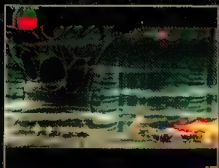
Moreover, unlike the linear design of the previous *Alien* games, this cart allows you to attack missions in any order. Ripley can access different areas of the prison from the main corridor. Computer terminals located there provide descriptions of each mission in a stage, along with the blueprints of the colony. The complex is a warren of damp and dank passageways, forbidding cell blocks, mines, storage areas, medical rooms, air ducts, elevator shafts, and bleak wastelands. You must guide Ripley through this maze to find the area of the prison where you undertake each mission's task.



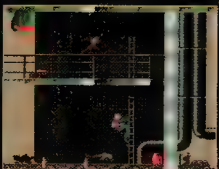
PROTIP: Watch out for pools of acid on the floor.

Despite the game's adjustable challenge level, *Alien* hunters will spend many hours roaming Fiorina 161's passageways. A password feature enables Ripley to continue from completed stages, but you can only die once during any mission, then you're back to the beginning of the stage.

effective for frying *Aliens*, Facehuggers, and Pods. Additionally, Ripley carries a Blowtorch for making necessary repairs around the colony, and a Motion Tracker that warns her when *Aliens* are near. The good news is that of all the *Alien* games, the controls for the SNES version of the game are the easiest to master, thanks to the four-button controller. Each weapon fires via a simple button press. No more swapping and firing...and dying while you're trying to figure out which gun you want.



PROTIP: Any time you're gunning for Facehuggers and smaller *Aliens*, crouch while you walk and shoot. If you stand and shoot, you fire right over the little buggers and they'll nail you.



PROTIP: You can store Machine Gun ammo and extra Grenades

for your Launcher, but not extra fuel for your Flame Thrower. Don't grab the Flame Thrower fuel until you really need it.

sports highly detailed back-grounds that recreate the flick's creepy mood.

digitized voices of prisoners screaming for help.

long range, and they aim their spit fairly accurately.

Ripley's Excellent, Believe It or Not

Just when you thought you never wanted Aliens in your face again, Acclaim's pulled a fast one on ya! Alien 3 for the SNES is highly original—enough to please even jaded veterans of the Alien 3 wars on other systems. It's packed with excellent graphics, challenging game play, and enough exploding Aliens to satisfy even the most hardened bug hunter. Don't bother to do it for Newt. Do it for yourself. 

EN3

Alien Spits up Something New

The originality of Alien 3's game play is seriously pumped by the game's chilling graphics. Ripley and her Alien nemeses are super large sprites that look and move like their movie predecessors. Ripley can walk, run, jump, crouch, fire, and even swing hand-over-hand across overhead bars. The Aliens crawl, run, and spit. Fiorina 161

Alien 3's music jams to heighten the suspense. Of course, there are the requisite screams of the exploding Aliens, along with some nicely



Use the blueprint to find your way through Alien 3.



Excellent animation highlights Ripley's movement as she swings across these bars.



PROTIP: Watch out for spitting Aliens. They can get you from

Main Corridor

- 1 Computer Terminal
- 2 Door to other areas of the prison
- 3 Alien Pod
- 4 Tunnel Passageways



SUPER NES PRO REVIEW



By Monty Haul

Dungeon Master was a legend in its own time on personal computers, and now JVC has converted this fantasy role-playing game to the Super NES. Unlike a fine wine, Dungeon Master has not gotten better with age. In fact, it may have turned a little sour.

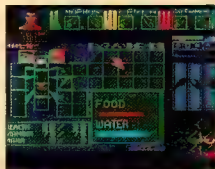
Mastering Chaos

In a magical experiment gone terribly wrong, the good Grey Lord's evil twin, Lord Chaos, was set loose on an unsuspecting world. Chaos is holed up in a deep, dank dungeon, and he's imprisoned the souls of all 24 heroes who've entered his domain to try and destroy him. As the Grey Lord's apprentice, Theron, you must descend into Chaos's labyrinth and use the fabled Firestaff to put him in his place.

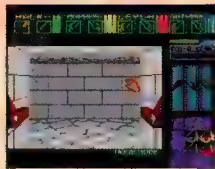
Theron exists in Chaos's domain only in spirit, so you must guide four able-bodied heroes to complete the quest. You assemble a party of four characters from the 24 held captive by Lord Chaos. You

can either resurrect them in their current conditions, or reincarnate them into new bodies and modify their skills. You choose from fighters, ninjas, priests, wizards, and multi-profession characters, who

are armed with hand-to-hand weapons, ranged weapons, healing magic, hurting magic, and protection magic.



PROTIP: Inexperienced role-players should choose a basic fighter/ninja/priest/wizard party combination. Bring Halk, Leyla, Mophus, and Gothmog.



PROTIP: You need a torch to light the way in Level 2. Place it in the leader's hand.

Real Time, Real Slow

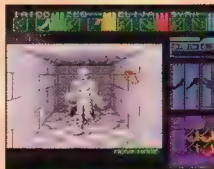
DM features real-time action, which means the monsters make their moves even if you do nothing. The innovative combat system is fun but repetitive. You see the same creatures over and over. Additionally, the somewhat unresponsive controls decrease



PROTIP: You must place a rock, boulder, or other unwanted item on pressure plates to open doors and close pits. Even sandals will work!

Dungeon Master

the fun. The on-screen action often lags a second or two behind your controller input.



PROTIP: When fighting a gang of creatures, position yourself so you're flanked by walls on three sides. This way you can't be surrounded.

Game play in Dungeon Master is split between fighting, maze-wandering, and solving light puzzles. The puzzles are good, but simplistic. Most involve object manipulation with point-and-click commands. As you explore deeper, you'll uncover countless items, weapons, and treasures, which are easily distributed and used among your party. Don't expect heavy plot development, because this cart is only fit for intermediate dungeoneers.



PROTIP: Bring a dead character's bones to the Alcove of Rebirth on Level 1 for an easy resurrection.

Graphics and Sounds Down Under

Dungeon Master's first-person perspective is fairly unique for SNES RPGs, but it's still drab by 16-bit standards. While the monsters are animated, the greyish dungeon walls are repeated over and over. The sounds are spartan, and an incessant water-dripping effect grates on your nerves. The spot music's good, but too infrequent.

Dungeon Crawl Redux

If you're looking for a beefy, full-bodied role-playing game, cross Dungeon Master off your menu and slice into Final Fantasy II. DM's puzzle and real-time combat elements are well done, but the rest of the cart leaves your mouth watering for something more substantial. **G**

Game Profile (Super NES)

Dungeon Master made role-playing history in its heyday, but time has left its mark on this SNES version. It's a good 3D dungeon crawl, but the action's repetitive, and the graphics and sounds are minimal.

Dungeon Master by JVC

Graphics	Sound	Control	Fun/Factor	Challenge
3.8	2.8	3.5	3.5	Intermittent

\$64.95
8 megs + DSP chip
Available July

Role-play
One player
Battery backup

STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead.

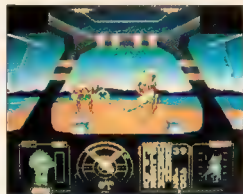
Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to

completing your ever more complicated missions.

Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.



EA
CORPORATION

ACTIVISION

SUPER NES PRO REVIEW



By The Tummynator

Tuff Enuff features some ferocious fighting action and great graphics. However, this one- or two-player side scroller may not have enough down-and-dirty combat to satisfy most street-wise gamers.

Four Wrongs Don't Make a Fight

It's the year 200 (so far into the future that they're using dashes for numbers), and the planet has been at peace for a long time. So long, in fact, that people have forgotten the art of fighting. Consequently, when a great war breaks out and destroys all law and order, survival of the fittest is no longer just a theory of evolution.

A "Fighting God" is seizing control of the cities at an alarming rate. He rules from his Death Tower, an impenetrable fortress that can only be unlocked by any of four keys held by four soldiers (Kotono, Sho, Vortz, and Zazi).



PRO TIP: Even when you block, an opposing player's projectile will drain health from your bar. If you're low on health, jump over the projectile.

TUFF ENUFF

When you're ready to bust a few moves of your own, against the Fighting God, you can go head-to-head against the CPU, bash biceps against bud (who plays any of the four different fighters), or fight through a story line mode that features seven increasingly skilled fighters.



PRO TIP: Don't waste your time using the leg sweep moves. It takes the characters too long to make the full sweep, which gives your opponent plenty of

time to put his shoe through your face.

Each of the four fighters has a variety of moves and special techniques, which they execute with deadly precision once you master the complicated controls. Besides a standard punch, kick, and jump-kick, you can try Sho's Blue Thunder Punch, Zazi's Dragon Blade, Kotono's Drawn Mist Sword Slash, or Vortz's Neck Hanging Bomber. You have the ability to combine moves (even in mid-air) for thunderous fighting power.

school senior. If you think you can easily get past Gajet's Frankenstein, Dolf's Bazooka Shot, or Jade's Vertical Hunter, think again.

Block Eye Graphics

The graphics in Tuff Enuff are pretty good, though not spectacular. The sprites are about Final Fight size, and there's some slowdown and minor sprite glitching as well.

The game has great-looking, detailed backgrounds, including a missile silo, the forbidding entrance to the

Tower, a martial arts temple, and more. A special VCR mode enables you to run forward and backward slow motion replays of the move that won you the fight.

The music isn't too bad, but it's nothing to call Bill-board about. The sound effects are okay, although you can't understand what the characters are saying when they win.



PRO TIP: If you come in with a punch, follow up with a kick, and vice versa. If you try to kick (or punch) twice in a row, your opponent will clobber you.

No Sweat

This game is a fun fighter—sort of a Junior SF2. It's easy and extremely low key, after you figure out the wildly imaginative controls and large line-up of moves.

In the long line of Street Fighter clones, few make it to the top. Fewer still add to the legend, and there's no beat-em-up that surpasses it. The Tuff stay rough and the weak stay meek. Makes you wish the world stayed at peace, doesn't it? ■



PRO TIP: Gajet is very vulnerable to projectile attacks.



You gotta hand it to this opponent. His metal mittens are marvelous!

Don't get cocky, though, you're not fighting against the Glee Club. Your opponents have more moves than a high

Game Pro Fun (Super NES)

You may burn some new blisters with the awesome combos in this game, but with only four characters to choose from, this light fighter is too easy for most street fightin' vets. The sleek action, smooth sprite movement and detailed backgrounds of this cart may just not be Enuff.

Tuff Enuff by Jaleco



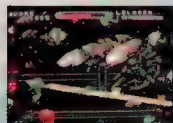
Price not available
16 megs
Available July

Beat-em-up
Two players
Passwords

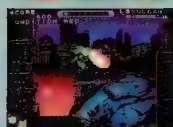
THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN LOOK UP TO.



Introducing **Cybernator**, the 21st Century's biggest hero and the baddest cyborg ever to blast onto your Super NES™. Standing five stories tall and loaded with stunning graphics and firepower, this mechanized marine overshadows and outguns all other 16-bit metal heads. From the **Cybernator's** command



cockpit you'll control five tons of



tail-kicking, Axis annihilating battle armor and the Enemy Eliminator with 360° firing range. You'll also power a hyper-space propulsion pack that launches **Cybernator** through seven levels of digitized devastation. So if nuts and bolts busting action is your game, check out **Cybernator**. The future of 16-bit warfare today!



KONAMI®

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468).

70¢ per minute charge. Minors must have parental permission before calling.

Touch-tone phone required.

© Konami™ and trademarks of Konami and RoboCop™ are registered trademarks of Konami. Published by "Konami". All trademarks are © 1993 Konami. The RoboCop™ is a registered trademark of RoboCop, Inc. All other trademarks are the property of their respective owners. Super NES™ and the official seal are trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. All Rights Reserved.

SUPER NES PROREVIEW



By Slasher Quan

Some guys can take a lickin' and keep on tickin'. Jaleco's putting up its dukes in the SNES street fighting arena once again with Brawl Brothers, a much improved follow-up to Rival Turf. (See ProReview, June '92.) This cart doesn't quite reach the top of the 16-bit, side-view brawling heap, but it comes darn close.

Kidnapped Kickboxers

Malevolent scientist Dieter does the DNA twist in his laboratory and discovers the secret to cloning human tissue. He uses his new-found power to kidnap and clone three of the five Brawl Brothers.

ers. You and a friend choose who he nabs, then take the remaining two on a four-level mission to free your bros. For extra practice, you can fight each other in a Versus mode.

Brawl Bros. is packed with excellent moves and techniques. Hack is a street fighter with devastating kicks and throws. Slash lights up the sky with fists of fire. Lord J. is an agile karate master. Kazan uses ninja skills and a triple jump move. Wendy busts deadly aerial kicks. Unfortunately, there's no way to block attacks, and the controls you use to reverse moves are imprecise.

PROTIP: Use Hack's Power Punch when close to enemies for maximum damage.

Busting Up Bayside City

Dieter recruited a tough but repetitious bunch of thugs. You fight endless knifers, gunmen, flamethrowers, and martial artists. To rescue your comrades and get them to rejoin your team, you must kill their clones, who lurk at the end of the first three levels. To make things easier, you can adjust the difficulty, number of lives, and number of continues to your liking.



PROTIP: Angry mode stops enemies from inflicting massive damage when you're caught between them.

PROTIP: For an easy kill, back an enemy into a corner, then run and execute Wendy's Spinning Double Kick.

PROTIP: Slash's clone can't be hit while he breathes fire. Wait until he runs out of breath, then grab him from behind.

Brawl's graphics look dead-ly. You rumble through the streets, a bridge, a sewer maze, a jungle, the maze inside Dieter's Command Center, and the Air Fortress. The nicely illustrated backdrops, touches of multi-scrolling, and big characters are great, but the visuals suffer from stiff animation, flicker, and occasional slowdown. The music rocks, but the sounds are quiet and the voices are muffled.



PROTIP: In Stage 2, throw enemies onto landmines to detonate them safely.

Send in the Clones

While Brawl Brothers is an obvious Final Fight knock-off, it's a good one. If it had a greater variety of enemies, it might well have taken out the current 16-bit beat-em-up champ, Streets of Rage 2. Video vigilantes who've polished off other games should bring Brawl Brothers into their family. **G**



Game Prof (Super NES)

This one's got good, solid thug-bashing with five cool characters, gobs of moves, and great graphics. Brawl Brothers hangs tough against most SNES beat-em-ups, even Final Fight II.

Brawl Brothers by Jaleco

Graphics	Sound	Control	Reflexes	Challenge
4.5	4.8	4.5	4.8	Adjustable

Price unavailable
12 mags
Available now

Beat-em-up
Two players
Limited continues

Beat This! Hit 'em with your best shots:



Kazan's Sonic Slam



Wendy's Somersault Kick



Lord J.'s Electric Zap



Rock N' Roll

BLOW DIRT
YA ROAD
TURD

IT'S A
JUNGLE,
DREAD
NUTS!

SUCK A
PIPE,
ROADIE!

RACING

Yeah! With hard-driven music to your ears, it's time to slam it into gear with Rock N' Roll Racing. Custom cars, radial weapons and lead-footed crazies compete head to head for money, weapons and fame as Larry "Supermouth" Huffman calls it all. So back off wimps, this race ain't for no Sunday drivers!

For more information on Rock N' Roll Racing, call
1-800-969-4263 or visit your local retailer.

FULLY DIGITIZED SOUND
TRACK FEATURING "Bad To
The Bone" written by
George Thorogood,
"Paranoid" by Black
Sabbath, "Born To Be Wild"
by Steppenwolf, "Highway
Star" by Deep Purple, and
"Peter Gun" by
H. Mancini.

Interplay™

17922 Fitch Avenue, Irvine, CA 92714

LICENSED BY
Nintendo
© 1993 Interplay Productions and Silicon & Synapse. All rights reserved. Rock N' Roll Racing is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

SUPER NES PREVIEW



By Toxic Tommy

Are you Street Fighter'd out? Do you hope Mortal Kombat dies? Interplay hopes to revive your SNES fightin' spirit with fists and feet of clay!

Mud Wrestling It Ain't!

Clay Fighter may remold your thinking about beat-em-up games. The designers of the



Bonus Mode 7 rounds will definitely round out your character.

warped, wicked clown. Val is a voluminous Viking opera singer/sluggo. Ghost Guy is

Clay Fighter



cart are using a unique clay animation technique to bring you a slapstick slugfest that won't skimp on the action.

One or two players will be able to choose a champion from a stable of eight wacky fighters. Taffy Man is a sweet thing that specializes in candied karate. Bad Mr. Frosty is sneaky snowman. Bonker is a

pugnacious pumpkin-head who doesn't take any sheet. Impersonator is...right, a fat Elvis impersonator. Blob is a green glob that can transform into various objects. Crusher is a weird wrestler with muscles on his muscles.



A Big Hunk o' Burnin' Clay



Taffy Man pulls sticky moves.

Oh Clay Can You See?

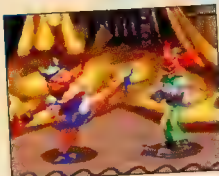
The fanciful fighters were all formed out of clay and brought to life via stop-motion animation. You may recall that Interplay first touted the technique for its yet-to-be-seen action game, Clay Mates. It looks like Clay Fighter beat Clay Mates to the punch.



Bad Mr. Frosty is a cold contender.



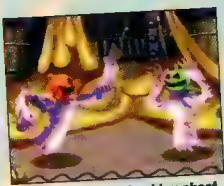
Bonker loves to clown around.



Val sings a mean song.

Every fight takes place against weird and wild back-grounds. Big Hunk o' Burnin' Clay, for instance, features piano keys and fire. You also kick and punch against a candyland snow festival, a surrealist cardboard cut-out forest backdrop, and a goopy, gunky factory scene. The cart will also include several bonus rounds, including a dizzying Mode 7 revolving fight ring.

Although this cart looks like it will definitely grab for your yuk-yuks, it'll go for the throat, too. All the fighters will have three special moves, two hidden and one possible only when a special KO Power



Ghost Guy rips a shocking sheet.



Impersonator is all shook up.

Meter charges to maximum capacity. There's little defense, but the offense looks to be silly, strange, and serious. For example, Taffy Man's arms stretch into an impossibly long punch (move over Dhal-sim!), and he twists into an outrageous helicopter spin punch (watch out Chun Li!).

Where's Cassius Clay When You Need Him?

Just when you thought you'd seen everything - here comes Clay Fighter! Better work out with some Play-Doh before you take on this game. **C**

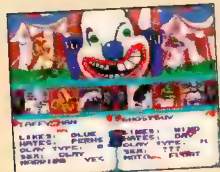
Clay Fighter by Interplay
Available fourth quarter '93



Blob is the Round Mound of Pound.



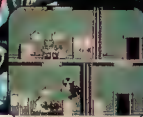
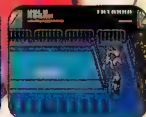
Crusher puts the squeeze on you.



Versus combat is what Clay Fighter is all about.

GEAR UP!

**THE RAGE IN THE CAGE, THE WAR OF THE WEBS
AND THE BATTLE OF THE MACHINES!**



**ACTION SO INTENSE
ONLY 15 FEET OF STEEL
CAN CONTAIN IT!**

IN AND OUT OF THE

RING MAYHEM!

**UNPLUG ELECTRO
WITH WEB-SWINGING
ACTION!**

**BATTLE DR. OCTOPUS'
ARMY OF ARMS!**

**DESTROY CYBERDYNE
RESEARCH!**

**HASTA LA VISTA,
BABY!**

For more portable power, check out the bodyslamming excitement of **WrestleMania® Steel Cage Challenge™**, the amazing web-swinging action of **Spider-Man®: Return of the Sinister Six™**, and the explosive firepower of **Terminator™ 2: Judgment Day**. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

**FLYING
EDGE™**

OFFICIAL
SEGA
GAME GEAR™

*The World Wrestling Federation logo and WrestleMania are registered trademarks of Transports, Inc. © 1993 Transports, Inc. Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc. All other distinctive character names, likenesses, poses and logos used herein are trademarks of Transports, Inc. All rights reserved. SPIDER-MAN and all other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. © 1993 Marvel Entertainment Group, Inc. All rights reserved. TERMINATOR™ 2: JUDGMENT DAY™, ENDOSKELETON and Deposition of ENDOSKELETON are trademarks of Caruso Pictures Inc. (U.S. and Canada). Caruso International, N.V. and Other Copyrights © 1993 Caruso Pictures Inc. and used by LHM Ltd under authorization. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Flying Edge is a division of Accolade Entertainment Inc. TM & © 1993 Accolade Entertainment Inc. Computer game © 1993 Accolade Entertainment Inc. All rights reserved.

NES PRO REVIEW



By Slasher Quan

What do you get when you cross

Capcom's Final Fight with an episode of the *Muppet Babies*? Not a frog-pig with an attitude. And no, not even a fuzzy bear with a repertoire of bad jokes and pile-driver moves. You get *Mighty Final Fight* for the NES!

MMF is a low-impact slugfest. It only loosely resembles its SNES and Sega CD counterparts in graphics and sound, but does a reasonable job of replicating their game play on a much smaller 8-bit scale.

Don't Mess with Jess

Belger, leader of the law-breaking Mad Gear Gang, has a hankerin' for a lassie named Jessica. He makes her his main course and snatches her from the arms of her boyfriend, Cody. Unfortunately, the sweetness of Belger's success will turn sour, 'cuz father and Mayor Mike Haggar, Cody, and their kickboxin' friend Guy are gonna force-feed the Gears some bad beat-em-up medicine! You take your pick from the trio and leave the other two as reserves. If you

lose all your lives and have to continue, you get to play tag team.



The Gears are revving up for a rumble!

Pint-Size Pugilists

Final Fighters who expect this cart to slug them in the eyes will blink twice when they see the screen. The character sprites for players and foes alike wouldn't reach their 16-bit big brothers' knee caps. But remember, we're talkin' NES pix here. The characters are short, squat, and sport the infamous "big head, little feet" look often seen in Japanese role-playing games.



Small sluggers, but big bangs. Is this cart's namesake Mighty Mouse, or what?

They may look like Cabbage Patch Kids, but the three amigos pack a wallop. Kicks, punches, jump kicks, standing combos, knee bashes, throws, and special techniques comprise a solid (though not spectacular) arsenal. Cody blends boxing with karate, and uses a wicked three-hit combo. Part-time pro wrestler Haggar does his worst with a Pile Driver. Martial artist Guy paints violent pictures with a Super Kick. Weapons supplement

your fists, and some ghetto-bashers are now specific to each fighter. (Only Haggar can use the mallet.)



PROTIP: Land on thugs with Haggar's Pile Driver to double your damage.

PROTIP: After you knock an opponent down, jump-kick just as he starts to get up. It's cheap, but effective.

Each character gets one all-new super move that requires a combination button press à la Street Fighter II. The traditional two-button control goes easy on your fingers, but you may get frustrated with the inconsistent super moves.



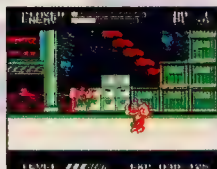
PROTIP: Don't waste special moves on rolling barrels. Break them open with straight-on punches to find prizes.

PROTIP: If you've got auto-fire, use it. Hold down Button B and rock the controller back and forth to bust super moves faster than flying shrapnel.

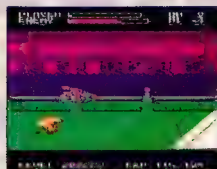
A Small Problem

Imagine stuffing the meanest, most unsavory punks in a washing machine for a few days on the highest temperature setting. Yup, *Mighty Final Fight*'s foes look like shrunken versions of their 16-bit selves. Although they're now nameless, you'll recognize Andre, Del Gado, Poison, Two. P, and a menagerie of bosses. Thrasher's a blond bomber with a stomp attack. Katana, who

manages to appear three different times, gives his sword a thorough workout. Abigail puts the squeeze on you with a revolting kiss attack.



PROTIP: Thrasher bounces for joy, but you'll change his shoutin' to poutin' with well-placed jump kicks.



PROTIP: Let Katana tire himself out by running rampant around the screen, then sneak up behind him and use a throw.

Three continues and moderately aggressive enemies make this cart a perfect first-time karate class for white- and yellow-belt youngsters. A unique feature in this cart is experience points, similar to RPGs. If you take out enough trash, your experience level increases and your lifeline is extended.

Slummin' It Up: Graphics and Sounds

The street scenes are like mangled parodies of the original 16-bit cart. You still fight through the Slums, Riverside, Old Town, the Factory, and the Bay Area. However, the backgrounds are static and flat — no multi-scrolling or slick shading. Bright, balloon-y characters, colorful (if dull) levels, and occasional flicker characterize these average NES visuals.

Game Profile (NES)

Mighty Final Fight is good, basic beat-em-up training, but this one's no Double Dragon or Battletoads beater. The graphics could be sharper and a two-player option is needed.

Mighty Final Fight by Capcom

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	4.0	4.0	Intermediate

Price unavailable
2 megs
Available July

Beat-em-up
One player
3 continues



PROTIP: Even though it's tempting, don't push enemies off the elevator. You get more experience for killing them in hand-to-hand melee.

If you turned off the picture but kept the music playing, you probably wouldn't know this is a Final Fight spin-off. Mighty's repetitive music sounds like other NES games in Capcom's library, such as the Mega Man series. The sound effects rock with the kicks and roll with the punches, but not much more.

Mighty Makes Right

The lack of a two-player option and primo eight-bit graphics bumps Mighty Final Fight from the top ranks, but you can't help but like the cute, cuddly, vicious brawlers. Tackle this one if you're a big Rick Moranis fan and you've never before felt the power and glory you only get from kicking video keister.

Mighty Moves for Final Fighting



Cody's inappropriately named Tornado Sweep is really a fireball. Be careful, he's vulnerable as he summons energy, but he can nail enemies from a distance.



Use Haggar's Running Clothesline to get close to enemies, then nail them with combinations.



Guy's Tornado Kick is a great closer to up-close-and-personal combos.

MIGHTY Final Fight





Top Ten

reasons **NOT** to buy Tyrants™

10 Because I don't like lots of action and violence.

9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice!

8 Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7 Because I don't like games that offer **months and months of game play**.

6 Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5 Because I do not have a **loin cloth fetish**. Really.

4 Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2 Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

1 Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

FIGHT THROUGH TIME TYRANTS



DEVELOPED BY
Sensible



TYRANTS is a trademark of Virgin Games, Inc. ©1993 Sensible Software and Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

NEO•GEO PREVIEW



By Scary Larry

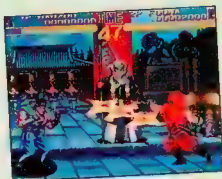
Thumb-busting, side-scrolling beat-em-ups are a dime a dozen. Cloned from the Street Fighting ranks of old, most fighting games fall to the wayside – beaten, bruised, and broken. One notable exception has been World Heroes for the Neo-Geo, which made a surprise debut in the arcades last fall. With World Heroes 2, SNK's done it again. Put away the rest, 'cuz the best is here!



Improved moves make for mightier mayhem!

Hero We Go Again!

The return of the World Heroes should be marked with a ticker tape parade. The eight original warriors are back from their time trip trials, having beaten everyone they could in their own time and in other times as well. Now they're ready for a new challenge and fresh meat. They won't have to wait, either, because there are six new warriors ready to throw their weight around and challenge the title holder. That's right, gamers, you can choose from 14 characters!



Different backgrounds and better looking spectators.



Someone's about to cook this Captain!

This is the fourth in SNK's 100 Mega series (the other three are Art of Fighting, Fatal Fury 2, and Three Count Bout), and it goes above and beyond the others



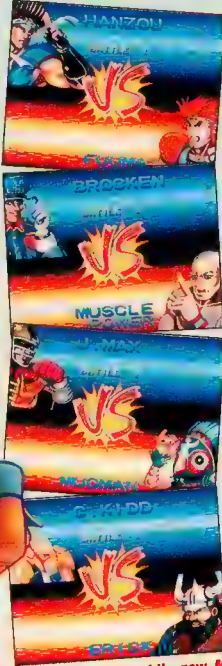
It's that o' black magic...

with a whopping 146 megs! You'll see those megs in action, too, as World Heroes 2 offers improvements over the original. For example, all 14 fighters get new moves, such as the ability to deflect projectiles and counter throws. Fourteen new endings also up the graphic ante!

You want more? Take a look at these shots and get a load of the pumped-up graphics. So get your knuckles

popped and keep your chin up, because World Heroes 2 is coming soon to a screen near you. Will you be ready? **G**

World Heroes 2 by SNK
Available June



The old meet the new. My money's on the new.



WORLD HEROES 2

TRY IT, BUY IT, SAVE \$4!*

TERMINATING

WEB-SLINGING



SPIDER-MAN®/X-MEN™ ARCADE'S REVENGE™



T2™: THE ARCADE GAME™



ALIEN 3™



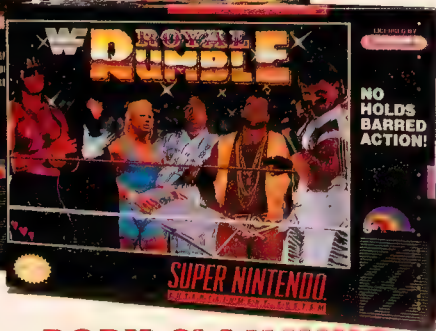
ROYAL RUMBLE®



FACE-HUGGING



BODY-SLAMMING



RENT ANY OF THESE ACTION-PACKED
VIDEO GAMES AND YOU CAN THEN BUY
THEM AT **\$4.00 OFF** THE REGULAR PRICE!

*OFFER GOOD AT PARTICIPATING STORES WHILE SUPPLIES LAST.

*The World Wrestling Federation logo, WrestlingMania and Royal Rumble are registered trademarks of TriStar Sports, Inc. © 1993 TriStar Sports, Inc. All rights reserved. All other distinctive character names, likenesses, traits and logos used herein are trademarks of TriStar Sports, Inc. Alien 3™ & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. TERMINATING™, T2™ and Terminator 2: Judgment Day™ are trademarks of Cannon Pictures Inc. © 1991 and Cannon. © 1993 Marvel Comics. SPIDER-MAN, X-Men™, and all other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. © 1993 Marvel Entertainment Group, Inc. All rights reserved. Nintendo Super Nintendo Entertainment System and the official logo are registered trademarks of Nintendo in America, Inc. © 1991 Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Assault is a trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Nintendo is a registered trademark of Nintendo. © 1993 Nintendo of America, Inc. All rights reserved.

TURBOCHIP PRO REVIEW



By Linoleum
Blownapart

Like mankind, Bonk the head-banging Neanderthal keeps evolving. Now he's literally bigger and better than ever. In Bonk 3, our prehistoric preteen still uses his head, but he's also got a few new moves that make this game more strategic and more fun than its predecessors.

Head Trip

Evil King Drool is back, and he has the Dinosaur Kingdom crawling with creatures from the Monster Tribe. This time the monarch is mixing up mischief by chaining the moon to the bottom of the sea. In this side-view, multi-scrolling game, Bonk uses his head to defeat Drool's disciples. If you want, you can try your head against a friend, because Bonk 3 offers two-player alternating action, a first for the Bonk series.



Big Bonk — mad and bad!

Game Profile (TurboChip)

Even if you're not a Bonk fan, you'll like the head-banging action of Bonk 3. With better graphics, game play, and sound, plus more options, Bonk 3 is head and shoulders above its ancestors.

Bonk 3 by TTI

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.8	4.5	4.5	ADJ.

Price not available
Available July
Action/adventure

Two players
Unlimited continues

You'll see some new scenes in this action/adventure game, as well as some familiar ones. The first couple of areas (Henry Hatchet Village) look a lot like Bonk's Revenge, with flat, cartoon-style backgrounds. The graphics gain depth and variety as Bonk roams through the seven stages. In addition, this cart has 16 bonus rounds — twice as many as Bonk's Revenge has. Plus, if you step into the mouths of certain creatures, you'll be transported to dangerous, secret underground areas that are hard to escape.

With each area the music changes, but it's the same old prehistoric sounds of Bonk's first two adventures.



PROTIP: To reach the 1-up before the bridge, break the bricks and drop down. You'll find a meat and a flower copter to take you to the extra life in the sky.

Get a Head

In this version of Bonk, power-ups have definitely moved up the evolutionary ladder. In addition to his favorite meat snacks, which make him hard-

er-headed, fire-breathing, or invincible, Bonk can now munch on Red and Blue Candy. The Red Candy makes you teeny Bonk. The Blue candy makes you giant Bonk.

These new power-ups increase the game's strategic challenge, because sometimes Bonk needs to become small to pass through tunnels and continue. Other times, it's easier to climb with big Bonk's height. Munch a Blue Candy power-up and a Meat power-up, and Bonk blows kisses that turn his enemies to stone.

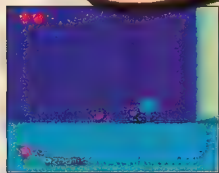
Bonk still likes to take the time to sniff (or jump on) the Springy Flowers. Yellow ones lift him to new heights; orange ones give him Ham power-ups; green flowers cough up candy and hearts; blue flowers up his lives and hearts from his starting three; and pink flowers can either help or hinder Bonk. Of course, Bonk'll run across a few bonus flowers on his way, too.



PROTIP: After the block smashes Bonk and turns him into a crab, swim to the bottom of the sea and eat Red Candy to make him small. Swim through the tunnel on the right and you'll find a heart and a bonus flower.



PROTIP: At the first bridge in area 1-1, let the first blocks collapse underneath Bonk and he'll fall into a well. Swim to the bottom of the well, dodging or bonking fish on the way, and you'll find a bonus flower in the bottom right-hand corner of the well.



PROTIP: In area 1-2, Bonk needs to be tiny when he jumps into the sea and finds a ship. If he isn't already small, swim to the bottom of the sea and eat the Red Candy. You'll also find a heart and a bonus flower there.

Bonk still has all his old moves. He can head-butt enemies, and avoid obstacles by latching onto propeller

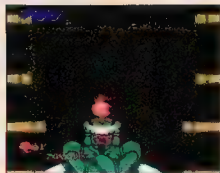
flowers. He can gnaw his way up the sides of buildings, hills, and other vertical obstacles. As for his new abilities, Bonk now turns into a cantankerous crab when someone stomps on him, which helps his swimming abilities. He also has a devastating somersault, which swings him around horizontal poles by his teeth and knocks out anything perched on them. Fortunately, the controls respond quickly and easily.

PROTIP: To beat the first stage boss, get under his head and jump up. Even when you're in crab form, you can cause some damage.

PROTIP: When you first drop into the water in Stage 2-1, avoid the fish at all costs. If he eats you, you're sent into an acid underground.

Drool's Dirty Dozen

Bonk's old nemeses, like Henry Hatchet and the piranha birds, still roam the Dinosaur Kingdom, but the flora and fauna have expanded to include some relatively harmless creatures that are bigger and more colorful. The Crazy Lady, for instance, is like a Dancing Snow Queen from Bonk's past (though she's no more challenging). Bonk also encounters a huge baby in a crib, poisonous fish, and other Stone Age adversaries. As for the bosses, a few bops and they're done, although they do get progressively harder.

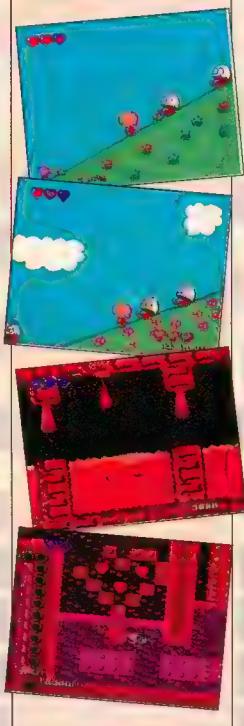


PROTIP: To beat Stage 2's stone boss, somersault up to the second highest post. When the boss thuds to the ground, Bonk will automatically be bounced to the a limb, where he can jump on he boss's head and then jump safely to the other side.

Bonk's Back

Bonk keeps getting bigger and better. This game gives you a lot more buck for your bonk – or is that Bonk for your buck? **G**

Check out these screens from Bonk's Adventure, Bonk's Revenge, and Bonk 3. See any similarities?



DUO PRO REVIEW



By Dr. John H.
Watson

My Dear Holmes,

It is with great pleasure that I write to you with news of yet another game based on our famous detective adventures. I thought you might find these latest cases both intriguing and entertaining.



"If you eliminate the impossible, whatever remains, however improbable, must be the truth."
— S. Holmes

Criminal Activities

This Super CD game by TTI sports the rather unimaginative title, *Sherlock Holmes Consulting Detective 2*. However, three baffling cases con-

front amateur sleuths. In "The Two Lions," two magnificent kings of the beasts and a ship's captain named Lyons are mysteriously killed on the same day. In "The Pilfered Paintings," the theft of two recently discovered artistic rarities has the art world abuzz. Finally, in "The Murdered Munitions Magnate," someone has dispatched a wealthy playboy and arms dealer.



Victorian costumes grace the graphics.

Once again, Holmes, the worthy players must pit their detective skills against yours. To solve each case, they must track down and interrogate various suspects, witnesses, and experts.

Naturally, the poor players need all the help they can get. They have at their disposal a recording Notebook, a Directory of London's people and places, a Coach, and a meager version of the erstwhile *London Times* newspaper.



"It has long been an axiom of mine that the little things are infinitely the most important"
— S. Holmes

PROTIP: Always read the *Times* cover to cover.

Man power is available, too. The Baker Street Irregulars are on hand for stakeouts. Also on call are a motley collection of fictitious crime experts. Even Lestrade is present, and the good inspector from Scotland Yard remains true to form—amusing and irksome.



PROTIP: The Baker Street Irregulars are the best information gathering "tool." They require the fewest moves.

You See, but Do You Observe?

This mystery uses the same murky icon-driven, point-and-press interface as the first version. Even though you

have taught me that patience is a detective's greatest ally, I still find the game's controls slow and sometimes painstaking, especially when I read the *Times*.

PROTIP: Go to Trial as soon as you can. Even if you don't win, you might score a helpful clue.

The graphics are superb. As in the earlier CD, this game features digitized film footage of actors performing all the parts in the dramatic crimes. I daresay, the two fellows who play Watson and Holmes look nothing like us.



Holmes and Watson take on the case.

The sounds in the cart are quite clear. As you so often remind me, the ear is the detective's most revealing tool.

PROTIP: If you rely on your memory to record clues rather than taking written notes, you may solve the crimes, but you'll never best Holmes.

Come Along, Watson

Detectives who enjoyed *Sherlock Holmes Consulting Detective* will most definitely find *Holmes 2* a worthy challenge. My friend, it seems that once again, the game is afoot! **G**

As always, I remain your faithful servant (and friend),
Watson

Game Profile (Duo Super CD)

Holmes and Watson are back on the case, and they're in good CD form. Amateur detectives should expect little button pressing, but plenty of mind-blowing action. Solving these cases is tough, so don't take on these crimes unless you can do the time.

Sherlock Holmes Consulting Detective 2
by TTI



\$49.95
Available June
Super CD

Strategy
One player
Game saver

SHERLOCK HOLMES

Consulting Detective 2

...it was a woman who answered the summons, a large, coarse-
 ...order for his coffee.

...two more articles, and then, feeling more drowsy than ever I ...
 ...room to stretch my legs. My ...
 ...There was a straight passage, dimly lighted, which
 ...led from the room in which I had been working, and was the only exit from it. It
 ...ended in a ... staircase, with the commissioner's lodge in the passage at
 ...the bottom. Just above this staircase is a small landing, with another passage
 ...leading down it at right angles. ... by means of a second small
 ...door, ... out by clerks when coming

Murder never looked so good.



Bi-Compatible
[Plays on both
DUO & TGCD]

Sherlock Holmes II

VOLUME II
Consulting Detective

With TTI DUO's Sherlock Holmes II, not only do you get a chance to solve three of the world's most baffling mysteries, you also get to see the world's best digitized video on any game system. Pick up a copy today. And find out what a killer game this is.



SPECIAL
FEATURE

Street Fighter II:

THE NEXT ROUND



By Slasher Quan

One good Street Fighter II deserves three more! Capcom's finally ready to triple your Street Fightin' pleasure with new-and-improved versions of 1992's 16-bit game of the year. Check out preliminary pix of the long-awaited SF II Turbo for the SNES, the slightly delayed SF II: Champion Edition for the Genesis, and the overseas-only Champion Edition for the PC Engine.

Super NES Preview

Street Fighter II TURBO

Capcom came out of the beat-em-up closet on April 23, 1993 and spoke the magic words the whole continent's been waiting to hear: STREET FIGHTER II TURBO FOR THE SUPER NES! Gird up those karate costumes, boys and girls, 'cause the U.S. is gonna be rockin', rollin', and fightin' once again come September. The new version has more moves, faster action, and hotter looks.

Who's the Boss Now?

SF II Turbo offers the Street Fightin' feature that has caused stacks of mail to flood our offices, each letter pleading with Capcom for the same thing – the ability to play as the four boss characters! In addition to the original eight World Warriors, you can now assume the identity of U.S. heavyweight boxer Balrog, Spanish bullfighter Vega, Thai kickboxer Sagat, or the mysterious dictator M. Bison – and no cheesy Game Genie codes are necessary!

It's Official!



Sagat's all fired up to regain the World Warrior title, but Balrog's fists are gonna get bloody!



Is Ken about to stir-fry Dhalsim? Guess again! Dhalsim's got a new trick up his sleeve. Now you see him, now you don't!



Vega can claw his way to the top with the longer-range Tumbling Claw.



Ryu catches air with his new Hurricane Kick, but Ken can match him move for move.

Turbo Makes Its Moves

This cart is hot from the arcades! It's based directly on Turbo SF II: Champion Edition Hyper Fighting, and Capcom plans a near-identical conversion. If the company's actions match its words, all the characters will get new moves. Chun Li should throw Fireballs and bewilder opponents with a Chest Flip Kick. Blanka will get vertical with his new Rolling Attack. Zangief will use a faster Spinning Clothesline. Vega will roll from one end of the screen to the other with his wicked claw extended. After Charging energy for 60 seconds, Balrog should be able to unleash the deadliest move in the game – a Turn Punch

which cuts off half of the opponent's lifeline!

Other new attacks to watch for include Ryu and Ken's airborne Hurricane Kick, Guile's Knee Thrust and double-hit Flash Kick, E. Honda's moving Hundred Hand Slap and vertical Head Butt, and Dhalsim's faster Yoga Spear/Torpedo and infamous disappearing act.

Feel the Need for Speed

Plans call for the SNES version to offer two speed settings: a slower Champion Edition speed, and the 15 percent faster Turbo speed. Players can choose between the two settings! No word yet on whether the game can handle the Turbo speed without slowdown.

New Digs, New Outfits

Capcom is quick to state that SNES Turbo is still on the drawing boards, but from the looks of these screens it's a safe bet that the cart will get the full recolored look of the coin-op. Notice that Ryu's dojo rooftop level is now dark blue, the sun has set on Guile's air force base level, Zangief's industrial factory has a golden hue, and Ken's dock has deep purple tones. The characters should also don new Turbo-colored uniforms. (See Ryu in his new light-blue garb.)

But at What Cost?

The Japanese version of SF II Turbo (pictured) is planned as a whopping 20 megabits, the biggest 16-bit system cart ever! If the U.S. version also clocks in at 20 megs, there's a good chance it might sell for close to \$80. However, no retail price has been set, and nothing's for certain. Don't bat an eye GamePros, the Turbo picture's just starting to take shape!

Street Fighter II Turbo
by Capcom U.S.A.
Available September '93
Price undetermined



Capcom has pulled its first Genesis punch, but that punch may yet turn into a devastating uppercut. The Street Fighter II: Champion Edition cart that was originally due in June is now slated for a September release. As we reported in our June '93 PreView, the Genesis version looks like a top-notch conversion of the arcade game. The art's straight from the coin-op, and you can play as all 12 characters.

Why the delay? Capcom states it "is considering a meg upgrade" for the cart. This could mean a change from 16 to 20 megs. The increased memory might enable the

developers to bolster the sound quality, which was mediocre in the 85 percent complete version we previewed. Could the real reason for a meg increase be to accommodate new moves, new colors, and faster game play...and to give Sega a hyper fighter worthy of its upcoming Nintendo foe? Does Capcom plan to throw a two-in-one Turbo combo for the Genesis as well as the SNES? We'll find out in the weeks to come!



Street Fighter II: Champion Edition
by Capcom U.S.A.
Available September '93
Price undetermined

A New Street Fighter Arcade Game?

Shortly following the Turbo SNES announcement, we interviewed Joe Morici, senior vice president of Capcom U.S.A. In a discussion about Capcom's plan of action for the future, he hinted at a new Street Fighter arcade game! We're not sure if he's referring to a new SF II coin-op or Street Fighter III, but there must be some sort of new World War brewing behind closed doors at Capcom!

GamePro: Why has Capcom decided to release Street Fighter II Turbo for the Super NES in North America?

Joe Morici: The release of Street Fighter II Turbo is a direct result of consumer demand. By offering editions to both Genesis and Super Nintendo supporters, we'll satisfy the needs of all players.

GP: What future Street Fighter games and products are planned, and when can we expect to see them?

JM: Although I'm not at liberty to discuss any specifics, I can tell you that game fans across the globe will have every reason to visit their local arcades later this year. Upcoming Street Fighter merchandise, such as apparel, trading cards, lunch boxes, action toys, and more, will also add to the longevity of the series.

GP: Street Fighter is as wildly successful in North America as it is in Japan. What role will Capcom U.S.A. play in the development of future Street Fighter projects?

JM: Capcom USA has already had a great impact on the development of Street Fighter games. Let's take SF II: Champion Edition as an example. Our U.S. research

and development team worked closely with the programmers in Japan to create this title based on actual feedback from American consumers. Joint efforts between both teams will play an important role in the development of future Street Fighter projects.

GP: How do you think Street Fighter II has affected the video game industry as a whole?



JM: In the arcades, Street Fighter II is known as the Pac-Man of the '90s. On the home market, it is the fastest-selling video game in history! What's more, it has set a new standard for games in its class.

GP: Does Capcom now intend to support the Nintendo and Sega lines equally, or will there be more software on one platform? How will it support the PC Engine Duo?

JM: This year most of our titles will be for Nintendo systems, but we hope to take a more aggressive approach in supporting the Genesis in the long term. In addition to SF II: Champion Edition, we now have two other Genesis titles in the works. While Capcom has collaborated with NEC on the development of several projects, we are not an official publisher of games for the PC Engine Duo.

Street Fighter II CHAMPION EDITION

In the red corner, coming out of nowhere as the long-odds underdog, it's SF II: Champion Edition for the PC Engine! Even if you're skeptical about PC Engine software, you'd better take a closer look at this 11th-hour entrant to the battle. The newcomer may stun its foes with a knockout punch!

A Moving Target

The PC Engine (Japan's TurboGrafx-16) Champion Edition is as mysterious and insubstantial as the wind, but we do know that the enigma will become reality in June when this cart hits the streets in Japan. We also know the game is a 20-megabit HuCard (Japan's TurboChip), costs 8,800 yen (about \$75), and uses a special six-button controller. It'll be published by NEC and was developed by Capcom.

How hot this cart is remains to be seen. This Champion Edition should pace other versions stride for stride in game play. Reports are surfacing that this version may actually be better in some aspects than its Genesis and SNES counterparts. The graphics are purported to be bright and colorful, the animation exceptionally smooth, and the control very responsive. While the sound effects are sampled, they may lack in clarity.

The six-button controller, also scheduled for a June

Only In Japan!

introduction, will be sold separately. It costs 3,900 yen (about \$35) and is manufactured by famed peripheral company NEC Avenue. NEC plans to develop sports and flight simulation games to support the six-shooter, and might package the controller inside special editions of its PC Engine hardware and the SF II game.

Coming to America ...When?

As we go to press, Turbo Technologies, Inc. (TTI) refuses to confirm even the possibility of the Champion Edition coming to the States for the TurboGrafx-16 and TurboDuo systems. This game is so wrapped in secrecy, sources tell us Capcom stipulated in its contract with NEC of Japan that no information on the game can be released to the North American press! Why the secrecy? Some speculate that this version is so well-executed, Capcom is afraid if anyone hears about it in the U.S., they will forego other versions and wait for the TG-16 version to arrive! Can a TurboChip game really be that good? Enough talk, it's time for answers... what about it TTI?

**Street Fighter II: Champion Edition
by NEC**

**Available June '93 in Japan
8,800 yen (approx. \$75)**



It's Street Fighter II: Champion Edition for the PC Engine! All the characters, all the bosses, and all the low blows.



Big boss M. Bison flames on, and Sagat gets a burning sensation.



Chun Li goes aerial with her new Chet Flip Kick.



Ken's improved wide-range Drag-on Punch is intimidating.



Boxing heavyweight Balrog plants a Dashing Uppercut in Bison's rib cage.



Ryu deftly evades Ken's Fireball with his Dragon Punch.



Dhalsim skewers opponents with a faster Body Torpedo move.



GET YOUR KICKS ON THE GO!

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a guisy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian midfielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!



Link up with a buddy for hot head-to-head action!



TENGEN
It's a Whole New Ball Game

SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM



THREE MORE TO GO...AVAILABLE NOW!



More customers, more neighborhoodiums and more windows to break than ever before!



Rescue the fair Princess through 12 levels of sword-swinging adventure!



They're bigger, meaner...and ready for another massive intergalactic invasion!

Connors Goes for Nintendo Grand Slam

Jimmy Connors Nintendo Tennis

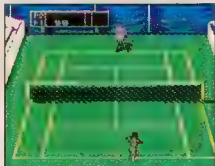
By Weekend Warrior

Having conquered the Super NES and the Game Boy, Jimmy Connors comes to the NES with hopes of a grand slam. Due to 8-bit memory restrictions, the NES version is based on the Game Boy cart rather than the Super NES extravaganza, which was loaded with options. Nevertheless, Jimmy Connors Tennis for the NES plays with as much class as its champion sponsor.

First Serve

Jimmy Connors Tennis features a good-looking $\frac{3}{4}$ overhead view. The large player sprites stand out clearly against the game's back-grounds and respond extremely well to the controls.

The computer opponents come in three skill levels. Beware, because going up against the computer's Advanced player is like facing the Terminator in shorts! You can also cross racquets against a friend. To hone your skills, the Practice feature lets you warm up against 100, 200, or 300 machine-fed balls.



PROTIP: Roam the court while you practice your strokes, so you'll be able to return shots from every corner during match play. The ball-feeder will follow you.



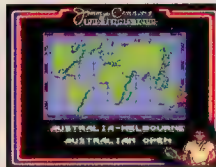
PROTIP: The longer you press the stroke button, the harder you hit the ball. You control the direction of your stroke by pressing the direction pad as you hit the ball. Press Up (forward) on the direction pad for long shots, and press Down (backward) for drop shots.

Have Racquet, Will Travel

Jimmy Connors Tennis zips solo players off on a whirlwind tour of the top 16 international tennis tournaments, including the U.S. Open, Wimbledon, and the Australian Open. Win a match, and you earn a cash purse ranging from \$26,000 to \$58,000. A password feature maintains your Win/Loss Record and earnings, so you can pick up the game at any time. The ultimate winner is the player with the most prize money at the end of all 16 tournaments. Will that be you, Ace?

Each venue is accurately recreated in terms of its surface—hard court, grass, or clay. Game

play is noticeably affected by the surface, so you must adjust your strategy accordingly. For instance, the ball bounces high on hard surfaces, unevenly on grass, and low on clay. Likewise, your sprite moves fastest on a hard surface, slowest on clay.



A map of your travels. (If only you could get all those frequent-flier miles!)

PROTIP: Try to stay in the center of the court when you play on clay, so you can rush to either side.

To Ace or Not to Ace

To reflect real-life serving difficulties, Jimmy Connors Tennis features the same cursor-tar-

geting serve as its predecessors. Unlike other tennis carts, however, which offer an automatic, non-threatening serve, Connor's serve demands timing, skill, and a little luck. A floating cursor bobs around your opponent's court the moment you toss up the ball. You have only partial control of the cursor, and must position it correctly the split-second before you serve. This process is frustrating at first, but you'll learn to appreciate the control it offers.



PROTIP: You needn't hit the ball every time you toss it up to serve. If you can't effectively place the cursor, let the ball drop and try again.

Match Point

Jimmy Connors Tennis is a well-rounded NES tennis cart. The sharp graphics are above-average by 8-bit standards, and the animation is smooth and responsive. Die-hard tennis fans will want to turn off the repetitive soundtrack, though. The computer opponent poses a formidable challenge, even on Beginner and Intermediate settings. Plus, the variety of courts and the globe-hopping tournament add to the enjoyment. Just like one of Jimmy's shots, this game's a winner! **G**

Jimmy Connors Tennis by Ubi Soft				
Graphics	Sound	Control	PlayFactor	Challenge
4.0	3.8	4.0	4.8	Adjustable
\$29.95		Sports		
1 meg		Two players		
Available now		Password		

Davis Cup: Top Seed for Genesis Grand Slam

Davis Cup World Tour SNES

By Colorful Commentator

Sometimes the hottest new prospects in tennis come from unexpected places around the globe. French games developer Loriciel just put the finishing touches on Davis Cup World Tour for the Genesis, and it's coming to the States via Tengen. This newcomer could rise to a top 16-bit seed overnight!

Your Racquet's Secret Weapon

Davis Cup offers more control and shots than other Genesis tennis carts. How? Maybe a new-fangled, super-powered racquet? Sorta. Davis takes full advantage of the new six-button controllers now available from Sega and other companies. (See GamePro Lab Report, page 136.) You can play with the standard three-button job, but we don't recommend it. The game's just not as much fun, and you can't pull off all the shots.



Davis Cup supports either the new six-button controllers or the standard three-button controller.

Hot Shots!

If you're armed with a six-shooter, this cart's a game-play bonanza. You get basic shots, including flat shots, speed shots, lob, and drop shots. You can also put some wicked top spin or back spin on the ball. At the net, you get regular, lifted, drop, and smash volleys. The serving mechanism is smooth and clean, and your player can even dive for the ball! Davis



Cup's only noticeable control shortcoming is a natural tendency to overrun the ball, because the players move too fast in relation to the size of the court and the speed of the ball.



Lobs, drop shots, and speed shots are at your fingertips.

Courtside View

Davis Cup's modest behind-the-player perspective is very playable, but it won't knock your sweatsocks off. The screen displays an adequate, though somewhat blocky, view of the players and the crowds in the stands. The scrolling is smooth, and the screen splits to accommodate two players. Unfortunately, the animation is only mediocre.



PRO TIP: To serve an Ace, slice the ball so it lands at the far left or right corner of the court. The computer probably won't be able to save it.

Davis Cup pipes out slightly above-average music. The grunts, announcer's voice, and solid "thunk" of the tennis ball are good, but the sneaker squeak effects are irksome.

From the Ball Machine to Center Court

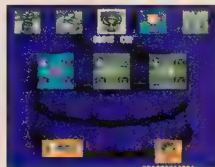
Davis Cup dishes out the most extensive lineup of features and options ever seen in a tennis video game. Before you hit the courts, you can practice serves and ground strokes in a ball machine accuracy test. Once you're ready for the real thing, you can play a standalone Exhibition match, a singles or doubles Tournament with 18 competitors, a Davis Cup doubles tourney that pits your country against international opponents, or a singles Championship world tour.



PRO TIP: In a tournament, if your opponent has a big lead, press Start and quit. It's not worth the time, effort, and frustration if you don't have a prayer.

You'll play Davis Cup for hours. The variety of game modes, the ability to play singles or doubles with or against a friend, and the lengthy Champi-

onship are excellent options. Unfortunately, there are no pass-words to save your game. The computer is a pushover on the Amateur setting, but blindingly fast and tough on the Pro setting.



PRO TIP: Upon graduating from Amateur to Pro, you must radically increase your reaction time to serve consistently.

Game, Set, and Match to Davis Cup!

If tennis was all about good looks, certain repeat Wimbledon champs would probably be permanent bench scrubs. Fortunately, that's not the case in real tennis or in this game. Once you get past the average audio/visual offering, Davis Cup serves up an action-packed game. Tengen also gets a big thumbs for being one of the first licensees to support the six-button controller. This one's world class all the way!

Davis Cup World Tour by Tengen				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.5	4.0	4.5	4.5
\$59.95	Sports			
8 mags	Two players			
Available July '93	Passwords			

Summer Challenge Takes the Bronze

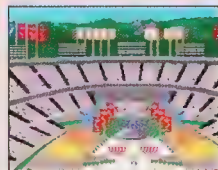
Summer Challenge Genesis

By Lance Boyle

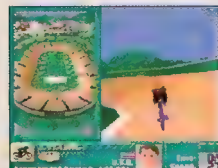
Looking for a fun-filled, action-packed Olympic sports cart? Summer Challenge probably isn't it. Accolade merges colorful, digitized graphics with top sports competition, but somehow manages to trip over its own Nikes on game play.

The Thrill of Victory...

Summer Challenge offers eight Summer Olympic-style events. There's enough variety to please all you armchair athletes, but not enough sustained challenge to keep you glued to your seat. You can practice each event in Training mode, or go for the highest score against a field of athletes in the Tournament, which has adjustable challenge settings and passwords. One to ten players alternate turns in each event.

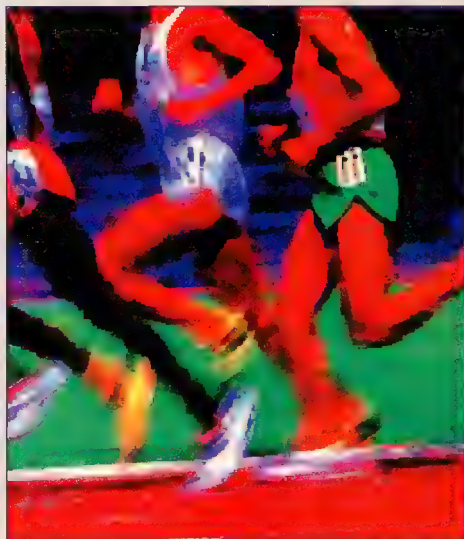


The colorful opening ceremonies get the games off to a rousing start.

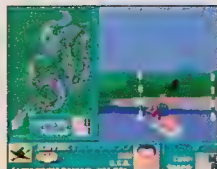


PROTIP: In the cycling event, stay towards the inside and your rider will lean into banked turns.

Solo events, such as archery, horseback riding, pole vault, high jump, and javelin, get pretty good treatment. The best event is



kayaking, which gives you a twisting, turning ride down narrow waterways.



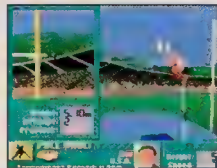
PROTIP: If you're about to miss a gate in the kayaking event, simultaneously press Down and A, and make a sharp turn.

PROTIP: Don't wait too long to release your arrows in the archery event, or your bowman's muscles will tire and his aim will waver.

...The Agony of De Game

Summer Challenge really stumbles in competitive events, such as cycling and the 400-meter hurdles. On TV, competitors jostle for position in these sweat-drenching events. In Summer Challenge, you get only one guy straining against the clock with no opposition, whether you play in Training or in Tournament mode.

Not only does Summer Challenge lack on-screen competition, but as a whole the game is slow and deliberate, rather than fast and furious. The events usually involve rapid button-pressing. The pad controls height, angle, jump, or steering. Like most Olympic-style carts, the action isn't too complicated, because only a couple of the controller's buttons are utilized. As a result of simplistic action and only eight total events, your interest in this game will probably fade quickly.



PROTIP: To reach new heights in the pole vault, build up as much speed as possible on your approach.

PROTIP: The controls are touchy, so merely tap the buttons to change your athlete's direction.

Olympic Looks and Sounds

Stylish graphics compensate somewhat for the sluggish game play. The opening and closing ceremonies burst with pageantry and color, the athletes get detailed renderings and facial portraits, and the behind-the-athlete 3D perspective draws you into the action. You even get an instant replay. However, a near-gold for visuals is reduced to a silver by the blocky forward-scrolling segments, which make depth difficult to gauge.



PROTIP: Keep your horse centered as you jump the obstacles in the equestrian event.

Summer Challenge's clear musical themes pump your adrenaline, the athletes' grunts are emphatic, and you even get the occasional, garbled announcer's voice. However, more sound effects are needed.

The Mild World of Sports

This game's high point comes when your athlete plows headfirst into an obstacle - Accolade's always done wrecks well. The events are fun for a while, and the unique graphic perspective is worth a look. However, the repetitive action and slow game play are frustrating. Summer Challenge qualifies for the final heat, but it's a long shot for a medal. **B**

Summer Challenge by Accolade				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.5	3.0	Adjustable
\$54.95	Sports			
8 megs	10 players			
Available now	(alternating)			

NBA Jams at the Arcades

NBA Jam Arcade

By Weekend Warrior

Always the innovators in cutting-edge graphics and game play, the programming wizards at Bally/Midway have created NBA Jam—the ultimate b-ball coin-op. Licensed by the NBA, this game features incredibly detailed, fully digitized graphics of 54 of the NBA's hottest superstars doing what they do best. Four-player, simultaneous action, photorealistic visuals, and real-time scaling make this a must-see and must-play for all sports gamers.

Is It Live or Is It NBA Jam?

At first glance, you might think that the game's video screen is tuned into a basketball game on TV. Upon closer examination, you'll discover it's not a TV broadcast but a composition of slick digitized graphics. Actual live footage of NBA superstars, such as David Robinson, Chris Mullin, and Charles Barkley (along with their trademark on-court moves and grooves), were digitized and incorporated into the game. Other graphic highlights include rowdy fans along the sidelines, anxious coaches pacing back and forth, and the nonstop glitter of camera flashes reflecting off the polished floorboards. The digitized graphics are seamlessly merged with computer-drawn art to create a realistic, eye-popping effect.

Viewed from a 3/4 overhead perspective, the action and scrolling are silky smooth, and all the players move in real-time. A new process called "Scanorama" enables players to run not only from left to right, but also into and out of the background, creating a believable sense of 3D animation. All characters are extremely large, detailed, and well-animated. They are scaled seamlessly as they move in toward and away from the camera. When Sir Charles charges down court for a monster dunk, you'd swear he's gonna bust through the monitor!

PROTIP: Run toward the basket and simultaneously press Turbo and Shoot to make a dunk. There are multiple dunks, which change according to your position in relation to the basket.

PROTIP: Keep passing, and no one will have time to block, foul, or steal. Don't dribble the whole way down court.

Dream Teams

NBA Jam presents fantasy two-on-two match-ups between superstars from all 27 NBA teams. Imagine the dilemma of deciding between Malone and Stockton, Barkley and Majerle, Hardaway and Mullin, or Ewing and Oakley to go up against Jordan and Pippen! Play solo with a computer partner, team up with a friend, or go head-to-head against another pair of buddies. The extremely responsive action is controlled by an eight-way joystick and three action buttons. You can shoot, block, pass, steal, and jam the Turbo button for those intense plays. Specific joystick and button



Tune in for prime time!

combinations ignite super leaps, turbo sprints, and ultra slam dunks.



"Heat"-ing up the "Sun"-s.

PROTIP: A player's chance of making a shot goes down drastically when a defender's in his face. Keep you on defense, or you'll get burned.



How do you measure up to the competition?

PROTIP: Even though their stats look meager, Detroit is the best team in the game. Because they're the designer's favorite team, he gave them super stats that you can't see.

PROTIP: Tap the Turbo button twice to throw an elbow. Use this technique in the paint to clear out defenders and set up an easy jumper.



Just the Facts, Ma'am

Statistics fans will flip over the AutoStat feature, which automatically maintains all records and stats of the day's previous players. This "instant report card" will induce many rematches. Bring tokens, and plenty of 'em!

Nothing but Net

Just like the real NBA, this first-rate game is exciting and unpredictable. Incredible graphics, sound, and game play raise NBA Jam beyond just another sports game. NBA Jam is an experience! Hit the rims at your local arcade today! **G**



Continued on page 126.

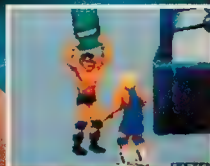
LET'S R



ARE YOU READY TO RUMBLE?!



R.I.P. WITH THE TOMBSTONE
PILEDIVER!



TAKE A SEAT, MR. PERFECT!

WWF
ROYAL RUMBLE



RIC FLAIR™



THE UNDERTAKER™



MR. PERFECT™



YOKOZUNA™



RAZOR RAMON™



CRUSH™

In the ring...out of the ring...**OUT-OF-CONTROL!** Take on 12 of the best Superstars of the World Wrestling Federation® as you atomic-drop, headbutt, piledrive and dropkick your way through the most grueling test of wrestling skills ever devised!!

- ★ **ROYAL RUMBLE! 6-IN-THE-RING SIMULTANEOUS MAYHEM!**
- ★ **"NO-HOLDS-BARRED BRAWL" WITH NO REF... AND NO RULES!!**
- ★ **MORE SUPERSTARS THAN EVER BEFORE — EACH WITH HIS OWN TRADEMARK MOVE!!**

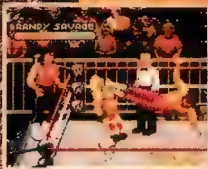
- ★ **"DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAM!!**
- ★ **TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!**

**YOU MAY BE READY TO WRESTLE...
BUT ARE YOU READY TO RUMBLE?!!**

RUMBLE!



THE FLEASOM EYE-GOUGE!



TWO-AND-TWO-MAN TAG TEAM ACTION!



TATANKA™



BRET "HIT MAN" HART™



SHAWN MICHAELS™



MACHO MAN RANDY SAVAGE™



THE NARCISSIST LEX LUGER™

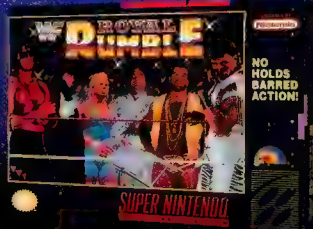


MILLION DOLLAR MAN TED DIBIASE™



ALSO AVAILABLE **WWF STEEL CAGE CHALLENGE™** FOR SEGA™ GAME GEAR™!

©The World Wrestling Federation logo, WrestleMania and Royal Rumble are registered trademarks of Transports, Inc. ©1993 Transports, Inc. All rights reserved. All other distinctive character names, likenesses, titles and logos used herein are trademarks of Transports, Inc. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. LJN™ is a registered trademark of LJN, Ltd. ©1993 LJN, Ltd. All rights reserved.



Sports Insider

Shaquille O'Neal Signs with EA Sports

By Athletic Supporter

Not since His Airness, Michael Jordan, first took flight back in 1984 has one player dominated the NBA like Shaquille Rashawn O'Neal of the Orlando Magic. O'Neal, the highest-paid player in the history of the NBA, is no ordinary basketball player. He's as fast and agile as a guard, and yet at 7-foot-1 and 300 pounds, he's as powerful as the toughest centers. O'Neal, or "Shaq" to his millions of fans, finished the regular season among the league's leaders in scoring, rebounding, field-goal percentage, and blocked shots. All this, and he's barely 21 years old!

Shaq's instant success has led to numerous lucrative endorsements, including a recent multi-game, multi-year deal with EA Sports. Insiders at the company tell us that the first game, co-designed by O'Neal, will pit Shaq against Michael Jordan in an explosive 3-on-3 format. One of the highlights will be a one-on-one sequence, where the two superstars square off. Additionally, Shaq's digitized likeness will be incorporated into game play. The game will initially be available for the Genesis and the Super NES, and EA Sports will consider future development for its CD-ROM systems. EA promises that the game will feature Shaq's famous dunks, blocked shots, and alley oops. Expect delivery in late '93, near the tip-off of the new NBA season.

GamePro sat down with the rookie sensation after a recent NBA victory to get a Shaq's-eye-view of the video game world.

Exclusive Interview with Shaquille O'Neal

GamePro: Have you seen the game yet?

Shaquille O'Neal: Not yet. We're going to meet with the EA Sports people sometime after the season is over and then I'm going to give them my input. I want it to be a fun game. I have to like it. I figure if I don't like it, then nobody else will, either.

GP: What attracted you to EA Sports?

O'Neal: EA Sports is a great company. They've already got a lot of good sports games. They did Bulls vs. Lakers and John Madden Football. Those are really good games. We met with the guys from EA and they offered the best deal.

GP: How will you work with EA Sports to codesign your game?

O'Neal: Together, we'll make my games the best. I'm looking forward to integrating my hard-slamming, jamming, intimidating, in-your-face style into their games.

"I'm looking forward to integrating my hard-slamming, jamming, intimidating, in-your-face style into EA's games."

—Shaquille O'Neal

GP: Do you own a Sega Genesis or Super Nintendo system?

O'Neal: Not yet. I've played both systems, but I have not had time to go out and get one yet. I do have other games. You know when you go into arcades and you see those [coin-operated] games that you put 50 cents into? I've got five or six of those games. I like them better because the screens are bigger. I figure, you know, I've got the money. I can afford 'em.



GP: What's your favorite game?

O'Neal: Terminator II and Mortal Kombat are probably my two favorite games right now. After a real physical game, especially against Pat [Ewing], I like to play Mortal Kombat. It's a good way to unwind.

GP: What are your favorite home-system games?

O'Neal: When Double Dribble came out, I played that all the time. I was unstoppable. No one could beat me. Bulls vs. Lakers is also good. I like it, but I'd like to see it use a joystick with more buttons. That way, you could do more things, like the lob dunk. That's my favorite play.

GP: Do you know if you're going to be in Acclaim's NBA All-Star Challenge next year?

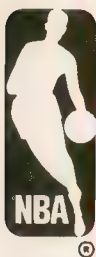
O'Neal: I don't know if they'll have a new version. I have not been contacted about it, but I would like to be in that game. The thing I don't like about that game is that Larry Bird and Chris [Mullin] always win because they can shoot the three. You can't tell me that Bird or Mullin can beat Michael [Jordan]. If I get in there, I'll dunk it on everyone, Michael included!

"If I get in NBA All-Star Challenge, I'll dunk it on everyone, Michael Jordan included!"

—Shaquille O'Neal

GP: Can you give us a little more information about the upcoming Shaq game?

O'Neal: No. It's a secret!



PLAY WITH THE PROS™ IN THE NBA ALL-STAR CHALLENGE SWEEPSTAKES™

DON'T BE DENIED...

rock the rim with these
backboard shattering NBA prizes!

Grand Prize #1 (1 winner)

JH NBA Leather Logo Jacket

NBA All-Star Challenge for SNES, Genesis and Game Boy

Grand Prize #2 (1 winner)

Huffy Sports InstaHoop Graphite

NBA All-Star Challenge for SNES, Genesis and Game Boy

1st Prize (3 winners)

**The NEW Spalding ZK Ball
NBA All-Star Challenge for
SNES or Genesis**

2nd Prize (5 winners)

**NBA Fantasy Basketball
Contract
NBA All-Star Challenge for
SNES or Genesis**

3rd Prize (15 winners)

**NBA Team Cap
NBA All-Star Challenge 2
for Game Boy**

4th Prize (25 winners)

**CBS/Fox — Secret
NBA Home Video**

Enter NOW!

RULES

Entries must be postmarked by August 1, 1993. Winners will be determined on or about August 15, 1993. Winners will be notified by telephone and/or mail. Total value of prizes awarded is under \$5,000. This contest is sponsored by Acclaim and GamePro Magazine. Only one entry per person. No purchase necessary to enter. Chances of winning are determined by the total number of entries received. Only valid in the U.S.A. Winners will be required to sign an affidavit of Acceptance and Eligibility. Void where prohibited. Employees of Acclaim™, GamePro Magazine, the NBA, NBA Properties, affiliated companies and their families are ineligible to enter. Acclaim and GamePro Magazine reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Acclaim and GamePro Magazine for promotional or advertising purposes without further compensation. Acclaim is not affiliated with the NBA teams mentioned in this promotion. All NBA and Team insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. All GamePlay™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved. Flying Edge™ and Play with the Pros™ are trademarks of Acclaim Entertainment, Inc. All rights reserved.

**Print your name, address
and age on a
3 x 5 card and send it to:**

**NBA All-Star Challenge
Sweepstakes
C/O GamePro Magazine
P.O. Box 5959
San Mateo, CA 94402**

Acclaim
entertainment, inc.



Bullets



Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in *Milton's Secret Castle*. Fight off dinosaur invaders in *Bonk's Adventure* or explore a world of magic and imagination in *Felix the Cat*! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



HUDSON SOFT

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 51
South San Francisco, CA 94080

LICENSED BY

Nintendo

Adventure Island II, Milton's Secret Castle, Bonk's Adventure and Buster Bros. are trademarks of Hudson Soft USA, Inc. © 1993 Hudson Soft USA, Inc. All rights reserved.
Game Boy is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Game Boy and the official seal are registered trademarks of Nintendo of America Inc. Felix the Cat
is a registered trademark of Felix the Cat Productions, Inc. © 1993 Felix the Cat Productions, Inc. All rights reserved. Software © 1993 Hudson Soft USA, Inc.

\$14.97
~~**\$29.70**~~
**ARM
 YOURSELF
 TO THE
 TEETH
 AND
 TAKE A
 BITE
 OFF THE
 COVER
 PRICE**

☒ **YES!** Arm me to the teeth. Enter my one-year subscription to SWATPro (6 action-packed issues) at the incredibly low price of \$14.97. That's a savings of 50% off the cover price!

NAME

ADDRESS

CITY/STATE/ZIP

☒ **Bill Me**

☐ **Payment Enclosed**

Send foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

437D5



TIPS • TACTICS • STRATEGIES • HOT PASSWORDS • MAPS

☒ **YES!** Arm me to the teeth. Enter my one-year subscription to SWATPro (6 action-packed issues) at the incredibly low price of \$14.97. That's a savings of 50% off the cover price!

NAME

ADDRESS

CITY/STATE/ZIP

☒ **Bill Me**

☐ **Payment Enclosed**

Send foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

437D5



TIPS • TACTICS • STRATEGIES • HOT PASSWORDS • MAPS

**BUSINESS REPLY MAIL**

FIRST CLASS MAIL PERMIT NO. 1111 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

SWATPRO MAGAZINE**P.O. Box 50310****Boulder, CO 80323-0310****BUSINESS REPLY MAIL**

FIRST CLASS MAIL PERMIT NO. 1111 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

SWATPRO MAGAZINE**P.O. Box 50310****Boulder, CO 80323-0310**NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATESNO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES**SWAT
PRO
MAGAZINE**
**FRESH
TIPS
AWESOME
STRATEGIES
HOT
PASSWORDS
SUPER
TACTICS
KILLER
MAPS****ONE YEAR****\$14.97****SAVE 50%
OFF THE COVER PRICE**

Here's a Hot Tip!

**One Year
Only \$17.97
40% off the
cover price**

Subscribe to S.W.A.T. Pro



**The magazine devoted
to what you like best —**

- Awesome strategies
- Hot passwords
- Super tactics
- Killer maps

SPECIAL OFFER



YES! Enter my one-year subscription to S.W.A.T.Pro (6 issues) at the incredibly low price of \$17.97. I'll save 40% off the annual newsstand rate!

Name _____

Address _____

City _____

State _____

Zip _____

☐ Bill Me

☐ Payment Enclosed

Send To:

S.W.A.T.Pro Magazine, P.O. Box 50309, Boulder, CO. 80322-0309

Send foreign and Canadian orders prepaid in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

GAME BOY PRO REVIEW



By Data Carvey

How do you like these odds: You're up against dozens of ornery bad guys armed with submachine guns. You have no weapons, no lives, not even a body to call your own. The good news is you can't get killed; the bad news is you're already dead. Yep, from the moment you hit Start, you're gone. History. Finito!

However, your spirit goes on as a ghost—and you want revenge! To get it, you fly through six stages of a maze-like city, from rooftops to streets, slaying kidnappers to your search for your girlfriend, Gennifer.

Here's the twist: You can possess other characters. You simply land your ghost on an unsuspecting host and use their skills and weapons to

Who Ya Gonna Call?

Avenge Spirit is a mean-spirited little game. Bad guys are everywhere, and they're a trigger-happy bunch. They immediately blast whatever body your ghost is inhabiting. A few medicine jars and heart capsules scattered throughout the city give you temporary pickups, but ghosts don't have much stamina.

At the end of each stage you encounter some kind of monstrous boss. You'll need plenty of practice before you can defeat them.

PROTIP: Avoid confrontations whenever possible. Instead, use your strength to find new characters to possess.

PROTIP: Try to possess Commandoes, especially those with rocket launchers. Their missiles home in on moving targets, even if they're around a corner.

Get into the Spirit

The action in this cart is steady, which makes the diminutive sprites a problem. With 20 characters to possess, you must quickly identify who's who, which is hard with these tiny figures. The background details are otherwise impressive, and the bosses move with deadly grace.



Meet the new boss, same as the old boss—with maximum firepower!



PROTIP: The lairs of the bosses are clearly marked, but be prepared to start shooting as soon as you enter.

The frenzied music only distracts you from the tasks at hand. If you turn it off, though, make sure you catch the cool fire-breathing hiss of the dragons.

The Ghost with the Most

Avenge Spirit isn't easy, so don't expect to go "ghost to coast" right away. It's definitely fun, though, and it will entertain all intermediate players until they're mere ghosts of their former selves. **G**

AVENGING SPIRIT

Ghost Story

Avenge Spirit by Jaleco is a seriously fun side-scrolling action/adventure game with a ghostly twist. You start the game as a fresh corpse, bumped off by the kidnappers who've taken your girlfriend.

Game Profile (Game Boy)

In *Avenge Spirit* you're a revenge-minded ghost, and your only weapon is your ability to inhabit the bodies of passers-by. Then you get to use their weapons against the bad guys! It's a sight whose tiny sprites might make your eyes sore, but it's fun.

Avenge Spirit by Jaleco

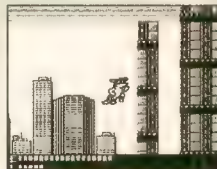
Graphics	Sound	Control	Factor	Challenge
4.5	3.5	4.0	4.5	4.5

\$29.95

Two mags
Available now

Action/Adventure
One player

your advantage. Some characters have great jumping ability; others have special weapons, such as vampire bats or exploding snowballs.



PROTIP: To scale buildings quickly, inhabit a high-jumping character.

PROTIP: After you've climbed the first skyscraper of Stage 3, leap into the alley and press Right as you fall. This shortcut lets you skip dangerous shootouts.



Each character has a unique weapon. For Count Dracula, it's a homing Vampire Bat.



PROTIP: In Stage 4, find the secret panel in the brick wall to get a medicine jar from the hidden chamber.



This world tour isn't exactly a vacation.

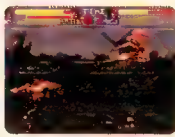
This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



Haggar's headbutt and Maki's spinning handband leave their opponents in bad shape.



Carlos is a real cut up with his sword, while Haggar plans his next move.



Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583. Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

© 1993 CAPCOM USA, Inc. Final Fight 2 is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM Ltd. Nintendo and the Nintendo Entertainment System are registered trademarks of Nintendo. For more information, call 1-800-822-8665.

CAPCOM

GAME GEAR PRO REVIEW



By Mister Blister

Fans of Streets of Rage for the Genesis already know what's in store in this faithful adaptation for the Game Gear. Although it's scaled down to fit an 8-bit environment, none of the intense action or the hard-knuckled challenge was compromised.

Street Fightin'

Things aren't going well in the city. All semblance of authority has crumbled under the oppressive weight of the Syndicate – a powerful crime organization that controls everything, including the mayor and the cops. Only two police officers, Axel Stone and Blaze Fielding, resisted the temptation of corruption. Both officers are skilled masters of hand-to-hand combat, but will be enough against a city full of vicious thugs?



Either way, you've got a winner!

Game Profile (Game Gear)

Although clearly scaled down, this miniaturized version of Streets of Rage is extremely faithful in game play, graphics, and challenge to its 16-bit predecessor. No surprises here, just nonstop, thumb-jamming, in-your-face action!

Streets of Rage by Sega

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.8	4.5	4.5	4.5

Price not available
4 mags
Available now

Beat-'em-up
Two players
Continues

Five huge side-scrolling levels await you in this one- or two-player game. The rules are simple: Use your character's fighting skills to knock out every gangster. You start with three lives, and there are three continues – finito. No passwords and no excuses. Fortunately, there's an abundance of power-ups, weapons, and bonus items hidden throughout each level.



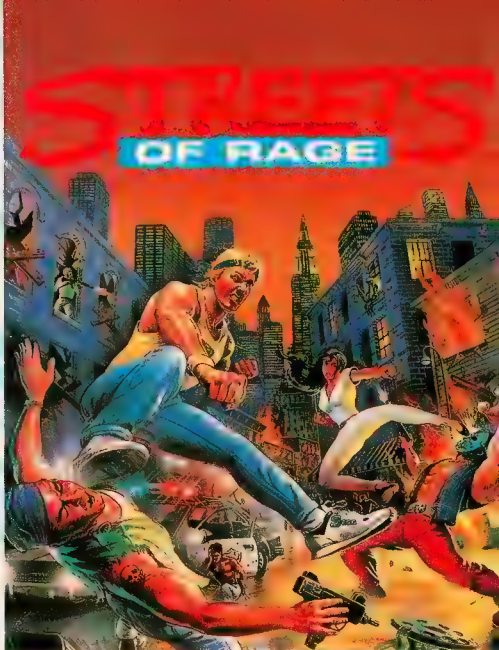
PROTIP: Smash open various stationary objects located at the bottom of the screen to reveal hidden power-ups.



PROTIP: Find the crowbar hidden within the phone booths. This weapon has the most force and the greatest striking distance.

PROTIP: You can only carry one weapon at a time. You must discard a current weapon to pick up a new one. Discarded weapons are gone for good.

Your riotous rumble takes you across the city in search of the Syndicate's HQ. Before you hit pay dirt, you must survive treks through the Downtown Streets, the City Bridge, ships in the harbor, and a factory. Wave after wave of nasties hinder your progress, including thugs, bikers, ninjas, and whip-crackin' leather dominatrices!



PROTIP: Use Jump Kicks to knock down one or more enemies.

PROTIP: Keep enemies on one side of you.



PROTIP: Throw one enemy into another to take 'em both down.

PROTIP: If an enemy grabs you from behind, flip him into his buddies.

PROTIP: Enemies tend to move in clusters. Knock them down as a unit before taking them one-on-one.

At the end of each level, a super-strong boss makes your life miserable. Every boss

requires a specific strategy. Erase his life bar before he erases yours!



PROTIP: The Level 1 Boss throws his boomerang directly at you. Move up or down to dodge it. Attack him after he catches his boomerang and before he rears back to throw it again.

PROTIP: Attack the Level 2 Leatherthrower Boss from behind.

OutRAGEous!

Streets of Rage is nonstop, finger-pumping action – definitely the hottest street brawl for the Game Gear to date. Fans of Streets of Rage for the Genesis won't be disappointed by this portable version. Sharp graphics, smooth animation, and intense challenge guarantee this cart will be all the rage! **G**

TOTALLY RADICAL!

**Congratulations
to our
"Ultimate Challenge"
Winners!**

	Bodyboarding	Skateboarding
1st	Ed Inglesby	Erik Herman
2nd	Joseph Flood	Jose Quinones
3rd	Patrick Inglesby	Patrick Parker



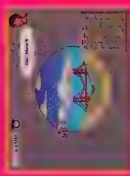
Snowboarding



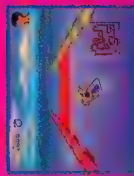
Bodyboarding



Hang Gliding



Skateboarding



Jet Surfing

Nintendo, Super NES™ and Super Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.
California Games II is a trademark of DZMC, Inc. DZMC, Inc. is a trademark of DZMC, Inc. DZMC, Inc. is a trademark of DZMC, Inc.
DZMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.



By The Lab Rat

This month's hardware roundup includes fired-up six-button joysticks and joypads from Sega, Capcom, and ASCIIware. These releases will be just in time for (you guessed it) Street Fighter II: Champion Edition for the Genesis. Also featured are new action accessories from Naki and news concerning the peripheral lineup for the rest of the year.



Palm-top programmability is now available with the SN Program Pad by STD. Among this pad's features are an LED programming screen, and the ability to program your favorite moves and store them via the pad's three action buttons. There are two program areas that can hold up to three commands or sets of commands each, for a total of six different commands.

For example, you can store Ken's Dragon Punch on one button, the fireball move on another button, and your favorite combo on the third. When you want to activate one of these killer moves, you simply press one button, and the move executes beautifully. STD will release a slightly different version of this pad with 28 pre-programmed moves for your two favorite fighting games, Street Fighter II and Fatal Fury.

Also in this month's roundup is the Capcom Fighter Power Stick for the Genesis. Similar to the SNES FPS (see Hardware Helpers, October '92), this six-button controller enables Genesis players to duplicate all



SN Program Pad

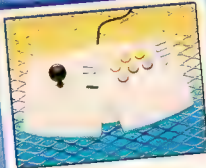
Type: Programmable Joypad
System: Super Nintendo

Buttons: 15 buttons altogether: 8 standard Super NES buttons (including Select and Start), 3 programmable action buttons, Slow, Auto, Mode, and Set (for programming)

Features: The pad actually learns moves in real-time, so any complicated maneuver can be whittled down to one button press. See-through plastic housing is sturdy.

Price: \$39.95
Available: July
Contact: STD, 410/785-5861

their favorite Street Fighter II moves. The Fighter Power Stick also features an eight-way directional joystick and three rapid-fire turbo buttons. The base is designed to give players an arcade feel, and the joy



The Fighter Power Stick

Type: Joystick
System: Genesis

Buttons: 13 buttons include 6 standard setup SFI buttons, 3 turbo buttons, a turbo Hold Off button, Start, Select (mode) and 4/8-way direction switch

Features: A new look, a new feel, and a new system for this Capcom product will give you the power you need to thoroughly thrash SFI for the Genesis.

Price: \$75-80
Available: June
Contact: Capcom, 408/727-0400

stick is switchable from 8-way to 4-way directional control.

The big news this month is the Sega Six-Button Arcade Pad for the Genesis. This power pad features all the necessary buttons to whip through the World Warriors in Street Fighter II: Champion Edition. For those of you who don't want to toggle back and forth on the standard three-button controller, this is the ticket.

The punch buttons are located right above the kick buttons, so you won't have to feel around the top of the controller for the Fierce Punch and Fierce Kick like you did with the SNES controller. The pad is an eight-way directional swivel pad

Continued on page 138.



The Sega 6-Button Arcade Pad

Type: Joypad
System: Genesis

Buttons: 8 buttons, including 6 action buttons, Mode, and Start

Features: The easy and ergonomic functionality of the Sega 6-Button controller will make it a fave among Street Fighters.

Price: \$19.99
Available: June
Contact: Sega of America, 415/508-2800

Mr. Nicklaus is now in charge of Driver's Ed.

He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega® Genesis® *Jack Nicklaus® Power Challenge Golf*™—one of the biggest hitters of all-time—in stroke, skins or tournament play.



Tee it up as a single, play with up to three friends or join a foursome of computerized golfers—even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses—English Turn and Sherwood Country Club. Haven't finished a round? Save it and play later. Better grab your sticks and hit the driving range. Class is about to begin.

To order, visit your favorite video retailer or call 1-800-245-7744.

ACCOLADE
GAMES WITH PERSONALITY



and, unlike the standard Genesis controller, the pad is raised and centered away from the main housing. This gives the six-button controller a very loose feel, but the resulting game play is still tight and in sync with the movements of the on-screen characters.

Ascii 6-Button Controller

ASCIIware has announced plans to market its own six-button Sega controller. The news here is that ASCII plans to design it along the lines of the SNES controller, with buttons along the top edge of the unit. The controller will feature Turbo, Auto Turbo, Slo Mo, and more. Look for it at the end of July.

Action Accessories

Naki has introduced Cool Screens for the Game Boy. These screen overlays feature a variety of designs, including sports figures, monsters, military figures, and head-tripping colors. The self-adhesive overlays attach to the front of the Game Boy unit, with an open space for the screen, and a smaller open space for the battery indicator light. There'll be no argument about which Game Boy's yours with these mondo personalized screens.

Cool Screens

Type: Accessory
System: Game Boy
Features: Every pack has 5 screens, so you can customize your Game Boy and separate yourself from the pack.
Price: \$5.99
Available: Now
Contact: Naki, 310/556-9757 or 800/626-NAKI

Power Players

Not too long ago, boring car trips were the foremost cause of family breakups. Then came portable video game systems, and light was seen at the end of the tunnel. Problem was, most times your batteries would go out on you at an extremely crucial moment, like when your sister was trying to talk to you. Now Naki's come up with the Car Power adaptor, a special battery adaptor that plugs into any standard lighter outlet. The unit's special four-way jack can power up your Game Boy, Game Gear, Lynx, or Turbo Express. Now there won't be any more worrying about whether you've brought the right adaptor for the right portable. Keep a Car Power in your glove compartment, and get a book for your sister.

Game Wizard

Our contacts at Innovation have informed us that they're still coming along with the Game Wizard (formerly the Pro Action Replay). Apparently, there will be some difference in the code input information, but Innovation assures us that they will be including the breakdown formula for previous codes. What does this mean to you? It means that you'll be able to use old Pro Action Replay codes on the new unit. We'll keep you informed on this one.

Misprint

We wrecked an address in our May issue for G & C Joystick. The correct address is:
G&C Joystick
P.O. Box 848
Paramount CA 90723
We apologize.

Car Power

Type: Power Adaptor
System: Game Boy, Game Gear, Lynx, and Turbo Express
Features: Universal power supply to user in your car. It can charge up every portable system you own. Mom and Dad won't have to stop for batteries once.
Price: \$9.99
Available: Now
Contact: Naki, 310/556-9757 or 800/626-NAKI

The Invader thumb control pad is engineered to meet your need for speed.

It's got turbo firing, so you can blast your way through the action at an accelerated rate. And with independent button control, you can auto fire hands-free at the same time. Or slide into slow motion when you want to take a breather.

No matter what your "hot buttons" are, the Invader will match your play-

ing style. And it's color-coded to match your favorite game system, too. Choose Invader 2 for the Super NES® or Invader 3 for Sega Genesis™ systems.

The Invader is a new member of the QuickShot controller team—a complete line-up of high-quality joysticks, arcade-style controllers, and thumb-control pads for the most popular videogame systems.

You'll find QuickShot wherever videogame products

are sold...and in the hands of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tomei Group. 47473 Seabridge Drive, Fremont, CA 94538

QuickShot

It's how you play the game.

QuickShot is a registered trademark. Invader 2 and Invader 3 are trademarks of QuickShot Patent (BVI) Ltd. All other product names are registered trademarks or trademarks of their respective companies.



THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.

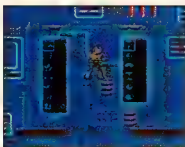


SHORT PROSHOTS

Genesis

The Adventures of B.O.B.

(Electronic Arts)



B.O.B.'s a teenage android with a big problem. He's crashed his father's car into an asteroid and landed on an unfriendly planet called Goth. Now this mechanical adolescent must roam through more than 45 multi-scrolling levels of one-player action and adventure in search of a new set of wheels. Comical graphics highlight the action as you help B.O.B. try to score a car in time to make it to his blind date.

Available September

Bart's Nightmare

(Acclaim)

Bad boy Bart's back, and it's a real nightmare. The Bartmeister's lost his homework, and your task will be to help him find the missing pages. Your

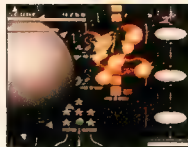
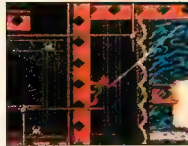


romp through Bart's nightmares will include some very strange adventures, such as a visit to Itchy and Scratchy's house, and an odd battle between Bartzilla and Mothra. Don't have a cow, man! This one-player action/adventure title is the same as the SNES version.

Available Summer '93

Spider-Man/X-Men: Arcade's Revenge

(Acclaim)



Marvel Comic's licensed its superstar superheros to Acclaim for this Genesis version of last year's SNES cart. The action and adventure are anything but comical, though, as you control Cyclops, Storm,

Genesis

Technoclash

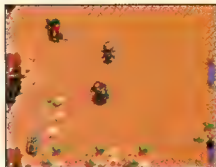
(Electronic Arts)



As Ronaan, an intrepid wizard and warrior, venture into a one-player, overhead-view

shooter against Engine Man, a terminator-type creation of the Technolords. Fight with nine different combat spells and four noncombat spells. Choose between two different bodyguards, who'll guard your butt in a seven-level search through the Inner Realm.

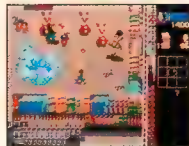
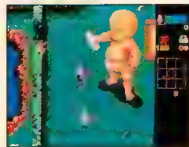
Available July



Wolverine, Gambit, and Spider-Man in a multi-scrolling battle against their archenemy, Arcade. In this web-spinning, one-player game, Arcade's built an evil amusement park that would test the abilities of any superhero.

Available Summer '93

Zombies Ate My Neighbors (Konami)



You think you got problems?! A bunch of B-movie creatures — Zombies, Frankenstein, a Werewolf, and others — are

invading a suburban neighborhood. Armed with Silverware, Squirt Guns, Bug Spray, a Weed Eater, and other neighborhood accessories, you'll have to clear the 'burbs of all 20 types of creeps. In this one-player, 55-level action/adventure game, you're protecting the likes of cheerleaders, backyard barbequers, mail shoppers, and other suburbanites.

Available September

Sega CD

Ecco the Dolphin (Sega)

Ecco's well on his way to becoming the most well-known dolphin since Flipper. In his first adventure for the Sega CD you'll have a sense of *déjà vu*, because this one-player title looks exactly like the Genesis version. In fact, the story line is the same, although the disc floats several levels not found in its predecessor. Coolest of all, Ecco is surrounded by an

WE'LL BLOW YOU AWAY!



Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- 10 hard-core levels!
- 12 action packed megs!
- 9 nasty new weapons!
- Intense hidden areas!
- Password support!



namco
The Game Creator™

Rolling Thunder 3 is a trademark of Namco Ltd. © 1993 Namco Ltd. All Rights Reserved.
Licensed by Sega Enterprises Ltd. for play on the Sega® GENESIS™. GENESIS and GENESIS are trademarks of Sega Enterprises Ltd.



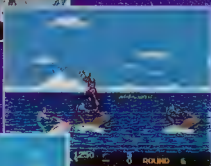
Blast your way through legions of terrorists!



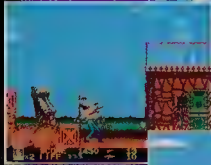
Take a ride on the wild side!



Break out the heavy weapons!



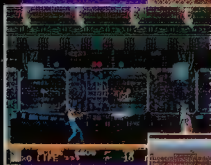
Side the wrong!



Bust down terrorists in exotic locations!



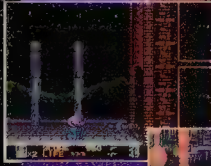
Break the air tonight!



Meat weird green guys and shoot them!



Bully first class!

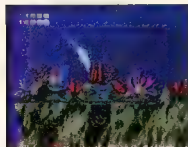


Annihilate robot watch dogs!



Explore vast underground bases!

NAMCO HOMER, INC.
150 Channel Ave., Suite A
San Jose, CA 95131-1102
Tel: (408) 922-0712

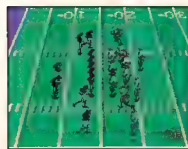


all-new soundtrack, featuring sophisticated effects and tunes created in Q-Sound.

Available now



NFL Football (Konami)

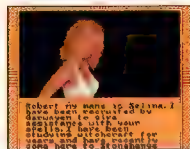
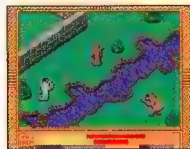


Konami's long-awaited NFL Football cart is finally ready to kick off. This two-player game features all 28 NFL teams and two different play modes — Exhi-

bition and Play-Off. Other grid-iron options include Standard and Team Playbooks, adjustable-length quarters, varying weather conditions, indoor and outdoor stadiums, and an unusual view that lends realism to the bone-crunching action.

Available Summer '93

Spellcraft (Ascii Entertainment)



Prepare to make magic with Spellcraft, a one-player, fantasy-based action/RPG with game play similar to The Immortal, including real-time combat action. As you journey through the land's four domains, you'll search for the ingredients and clues you'll need to conjure up magic spells to aid your attempt to vanquish the evil Lord Wizards.

Available September

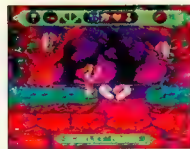
Top Gear 2 (Kemco)



Racers, start your engines! This sequel to last year's surprise racing hit will feature eight megs of head-to-head car racing action (that's four more megs than the original). The two-player option will sport a split-screen view, while solo racers get the full screen. New options include more cars to choose from, changing weather (both rain and snow), and some nasty cross-town traffic. Vroom!

Available September

Wizard of Oz (Seta)



Click your heels three times and prepare to skip down the yellow brick road. In this side-scrolling, one-player game, you alternately play as Dorothy, the Scarecrow, the Tin Man, and

the Lion. The combination action/adventure/puzzle game play is loosely based on the Wizard of Oz story line, and features such memorable movie tunes as "Somewhere Over the Rainbow."

Available September



Raging Fighter (Konami)



Here's Konami's pocket-sized Street Fighter II-style cart — a raging head-to-head beat-em-up set in the future. Play as one of seven fighters, some with up to 40 moves. During four different modes of play you'll go head-to-head against the CPU or another player, battle through three-round matches in the Tournament mode, or control three different fighters in the Story mode.

Available June



Master the GAME

Post Office Box 702, Essex, MA 01929

* SPECIALS *

Titles on Special are listed in Bold Print.

While they last...
Buy a CD Player and get
\$5.00 OFF
your next 2 CD games!

1-508-281-0178

FAX (508) 283-9172

OVERNIGHT SHIPPING AVAILABLE

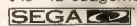
In Stock/Coming Soon

- 115** System w/ Sonic
289 Genesis CD Player
\$95 Genesis Core System
119 Genesis Fighting Sys.
\$67 G. Menacer w/12
\$79 G. Pro Action Replay
\$24 Ascii Genesis Pad
\$24 Turbo Touch 360
\$43 Alien 3
\$50 Amazing Tennis
\$48 American Gladiators
\$31 Ariel: Little Mermaid
\$43 Batman Returns
\$43 Batman: Rev. of Joker
\$43 Battle Toads
\$45 Blaster Master II
\$49 Bubsy
\$49 Bulls Vs Blazers NBA...
\$45 Captain America
\$40 Chakan
\$45 Championship Bowling
\$44 Chase HQ II
\$55 Chester Cheerhah
\$46 Clue
\$46 Cool Spot
\$43 Cyberia Justice
\$55 D&D Warriors E. Sun
\$45 D.R. Supreme Court
\$49 Deadly Moves
\$49 Dolphin
\$43 Double Dragon III
\$43 E Holyfield Boxing
\$24 Ex Mutants
\$53 Fatal Fury
\$54 Flashback
\$44 Flintstones
\$50 Global Gladiator
\$42 Great Waldo Search
\$24 Green Dag
\$49 Hardball III
\$49 Humans
\$44 Hit the Ice
\$39 Home Alone
\$45 James Bond 007
\$46 Joe Montana '93
\$49 John Madden '93
\$46 Kid Chameleon
\$43 King Salmon
\$43 Krusty's Funhouse
\$43 Lemmings
\$43 Lotus Turbo Ching
\$38 Mickey & Donald
\$50 Mutant League All Boxing
\$43 Mutant League F-Ball
\$49 NBA Allstars
\$49 NHL Hockey '93
\$50 Naian Ryan Express
\$19 Official Aquaball Games
\$50 Out of this World
\$45 Paperboy II
\$49 Power Challenge Golf
\$44 Race Drivin'
\$45 Road Riot

- \$43** Roger Clemens
\$42 Rampart
\$45 RBI Baseball IV
\$43 Road Rash 2
\$33 Senna's Monaco GP 2
\$46 Sonic Hedgehog 2
\$50 Sorcerer's Kingdom
\$45 Spiderman
\$47 Splatterhouse II
\$52 SportsTalk baseball
\$46 Summer Challenge
\$43 Sunset Riders
\$47 Super Battle Tank
\$38 Super Smash TV
\$43 Super WWF
\$43 T2 Arcade Version
\$36 Tailspin
\$43 Tazmania
\$46 Tiny Tune Adventure
\$43 TMNT: Hyperstone Heist
\$24 Toe Jam & Earl
\$24 Toki Going Ape Spit
\$52 Tony Larusa Baseball
\$20 Toxic Crusaders
\$47 Toys
\$50 Tyrants
\$43 WC Leaderboard Golf
\$38 World Trophy Soccer
\$48 Wheel of Fortune
\$46 X-Men

Look for soon...

- \$46** Bart's Nightmare
\$46 Shinobi III
\$40 Speedway Pro Ching
\$44 Strider II
\$43 T2 Judgement Day



CD GAMES

- \$54** Adv. of W. Beamish
\$40 After Burner III
\$43 Batmans Returns
\$44 Black Hole Assault
\$50 C&C Music Factory
\$43 Chuck Rock
\$43 Cobra Command
\$43 Dungeon Master
\$43 Final Fight
\$43 Hook
\$49 Jaquar
\$49 J. Montana NFL
\$50 Kriss Kross
\$49 Make own music
\$43 Monkey Island
\$49 Night Trap
\$50 Out of this World (INXS)
\$43 Prince of Persia
\$43 Rise of the Dragon
\$43 Road Avenger
\$50 Sewer Shark
\$43 Sherlock Holmes II
\$50 Terminator
\$43 Time Gal
\$43 Wing Commander
\$43 Wolf Child
\$41 Wonder Dog

SUPER NINTENDO

In Stock/Coming Soon

- \$41** System w/ Super Mario
\$95 Core System
\$54 Game Genie
\$79 SN Pro Action Replay
\$39 Ascii Super Advantage
\$24 Ascii Super N Pad
\$29 Turbo Touch 360
\$43 Actraiser
\$56 Aerobiz
\$50 Alien 3
\$46 Alien Vs Predator
\$56 American Gladiators
\$50 Bart's Nightmare
\$44 Baseball Simu. 1000
\$52 Batman Returns
\$46 Battle Blaze
\$31 Battle Clash
\$50 Best of the Best
\$49 B.O.B.
\$56 Jubei
\$49 Bulls Vs Blazers
\$49 California Games
\$46 Clue
\$43 Congo's Caper
\$51 Contra III
\$48 Cool World
\$51 Cybernator
\$45 Cyber Spin
\$50 Death Valley Rally
\$50 Dino City
\$49 Doomsday Warrior
\$55 Double Dragon
\$43 Dragons Lair
\$49 Dream Probe
\$37 FF: Mystic Quest
\$47 F-Zero
\$55 Fatal Fury
\$51 Final Fight
\$49 First Samurai
\$50 Foreman's Boxing
\$45 Ghouls-N-Ghost
\$50 Gunforce
\$48 Harley's Humongous Adv.
\$49 Hit the Ice
\$50 Home Alone
\$50 Hook
\$43 Hunt for Red October
\$50 Jeopardy
\$45 J. Connors Tennis
\$49 John Madden '93'
\$49 Kabloey
\$51 King Arthur's World
\$49 King of the Monsters
\$50 Krusty's Funhouse
\$49 Lemmings
\$52 Lethal Weapon
\$49 Lost Vikings
\$55 Magical Quest
\$55 Mario Paint
\$50 Mech Warrior
\$44 Musya
\$49 NHL Hockey '93'
\$48 Outlander
\$42 Paperboy II
\$45 Pitfighter
\$44 Phalanx
\$49 Power (Deadly) Moves



- \$51** Prince of Persia
\$52 Pugsley's Scav. Hunt
\$48 Pushover
\$50 Q-Bert 3
\$50 Race Drivin'
\$50 Rival Turf
\$39 Rocketeer
\$40 Shanghai II
\$58 Sim Smith
\$39 Skullligger
\$52 Soulblazer
\$48 Space Megaforce
\$49 Spanky's Quest
\$50 Spiderman / X Men
\$49 Spin Dizzy Worlds
\$53 Starfox
\$50 Street Combat
\$59 Street Fighter II
\$50 Super Adv. Island
\$54 Super Combatbrises
\$50 Super Conflict
\$46 Super Goal
\$50 Super High Jump
\$48 Super Mario Kart
\$50 Super NBA All Stars
\$47 Super Ninja Boy
\$46 Super Soccer Champ
\$49 Super Sonic Blastman
\$52 Super Star Wars
\$52 Super Strike Eagle
\$44 Super Turrican
\$50 Super Widget
\$50 Super Wrestlingmania
\$50 Syvalion
\$51 Tazmania
\$58 Tecmo NBA Basketball
\$50 Terminator
\$49 Test Drive II
\$52 Tiny Tunes Adventure
\$48 Tom & Jerry
\$49 Toys
\$51 Utopia
\$54 Wayne's World
\$48 Wheel of Fortune
\$54 Where In Time is C.S.
\$54 Wing Commander
\$47 Wings II
\$50 Wolf Child
\$43 World Tris
\$60 WWF II Royal Rumble

Look for soon...

- \$50** Battle Toads
\$51 Black Bass Fishing
\$44 Cocomo Knights
\$55 E.V.O.
\$50 Family Dog
\$39 Great Waldo Search
\$50 Kawasaki Carb. Chot.
\$60 Mario is Missing
\$53 Might n' Magic II
\$52 Pocky & Rocky
\$62 Radio Flyer
\$50 Rocky Sauras
\$39 Rocky & Bullwinkle
\$50 T-2 Judgement Day
\$52 Toxic Crusaders
\$55 Ultimate Fighter
\$46 Vegas Stakes
\$50 Yoshie's Cookie

Many more titles in stock - please call



Prices current at printing, subject to change. Not responsible for postage/printing error. Plus \$2.00 p.c. \$5.00 MA residents add 5% sales tax. Some titles are not in stock - please call.

Super NES

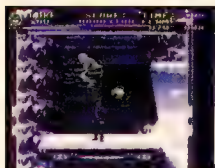
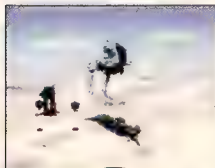
Super Empire Strikes Back (LucasArts)



Luke's battle against the Empire continues as he studies with Yoda and confronts Vader. This 12-meg cart is 50 percent larger than its Super

Star Wars predecessor. It will take advantage of the Super Nintendo's innovative technology, including Mode 7 with vertical control (sequences over hilly terrain) as well as horizontal control. Check out these early screen shots from this sequel to the block-buster game, Super Star Wars. May the Force be with you!

Available November



year 2020 with bionically enhanced abilities. The game play is arcade style, and the rules are a little different in this heavy-metal version of America's national pastime. For instance, you can catch balls that ricochet off the stadium's walls.

Available September

Super NES

Art of Fighting (Takara)

Last year's hot Neo-Geo game, Art of Fighting, will battle its way to the Super NES this fall. Cramming that 106-meg game onto a SNES cart's gonna be an interesting challenge!

Available October

Cacoma Knight in Bizyland (Seta)

This unusual puzzle/adventure will have seven stages and a total of 21 rounds. One or two players will compete or cooperate as any of three characters. Their quest? To use Magic Chalk to circle and save sections of their land, which has been enchanted by an evil Queen.

Available June

F1 Roc II (Seta)

This sequel is the first game to use Seta's new high-speed DSP racing chip. Seta promises that this will make it the most realistic racing game to date, with 32 tracks, new cars, super high speeds, and multiple different one- and two-player competition modes.

Available '94

World Heroes (Sunsoft)

Art of Fighting isn't the only Neo-Geo hit coming to the SNES. Look for World Heroes to make its SNES debut this fall. Two players can go head-to-head in this 16-meg fighting game in which players from different eras in history battle to be the World Hero.

Available Fall '93

Nintendo

Chip 'n' Dale: The Rescue Rangers II (Capcom)

Those exorcisingly polite rodents, Disney's Chip 'n' Dale, are teaming up in a sequel to their original NES title.

Available Fall '93

Mega Man VI (Capcom)

The Megster is making mucho madness one more time. Mega Man's the king of video game sequels, and this one's sure to include new and different robots, as well as another clash with Doc Wiley.

Available Fall '93

Game Gear

Tom & Jerry (Sega)

Prepare for an action/adventure game of cat and mouse with these cartoon clowns.

Available Summer '93

Late-Breaking News

Genesis

Brett Hull Hockey

(Accolade)

Hit the ice with hockey master Bret Hull as your teammate in this two-player hockey cart. With a 3/4 overhead view of the ice and the digitized skaters, nail a slap shot as you compete against a field of teams using real city names. Play modes will include a full 84-game season, Exhibition, Short Season, and Play-Off competitions.

Available September

Haunting Starring Polterguy (Electronic Arts)

In this spirited cart, you'll play a ghost who's trying to scare

the evil, nasty, crude Sardini family out of house and home, your home to be exact. Use your poltergeist powers to make everyday objects do spooky things in this 3/4 overhead-view action game.

Available September

Joe & Mac (Takara)

Ugh! Awesome cave dudes, Joe and Mac, are bashing their way onto the Genesis. The unevolved duo have made a career out of starring in prehistoric action/adventure games on just about every video game system.

Available Fall '93

Super 2020 Baseball (Electronic Arts)

In this futuristic sports cart, players take to the field in the



Can picking up the August issue of GamePro magazine change your life?



See, here's Joel before picking up August's GamePro magazine at Blockbuster video. Notice the dull, glazed-over look in his eyes and the remarkable resemblance to some grungy old jelly donut.

YES!
Get the August
issue of GamePro
and check it out
for yourself!



And here's Joel after snagging the August GamePro. He's a new dude! It must've had something to do with Blockbuster and GamePro's Super Boys Of Summer Baseball Sweepstakes... with the Florida Marlins. Guess the only way to know for sure is to stop by Blockbuster, get the current GamePro and check it out yourself.

Look for a cool new Team Blockbuster™ game card in August's GamePro.

**BLOCKBUSTER
VIDEO**

GAMEPRO

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Batman: Revenge of the Joker

The Ultimate Password



Here are passwords that enable you to tackle any stage in Batman: Revenge of the Joker. First, key in the password: 5257. After you've entered this code, a row of six mushroom-like objects appear across the bottom of the screen. To go to any stage in the game, just key in one of the following passcodes:

Stage 1-1:	1100
Stage 2-1:	1200
Stage 1 Boss:	1300
Stage 2-1:	2100
Stage 2-2:	2200
Stage 3-1:	3100
Stage 3-2:	3200
Stage 3 Boss:	3300
Stage 4-1:	4100
Stage 4-2:	4200
Stage 4 Boss:	4300
Stage 5-1:	5100
Stage 5-2:	5200
Stage 6-1:	6100
Stage 6-2:	6200
Stage 6 Boss:	6300
Stage 7-1:	7100
Final bout with the Joker:	7200

Genesis

Lotus Turbo Challenge Passwords



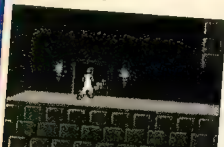
Here are some revved up passwords for Lotus Turbo Challenge:

- Track 2: Sleepers
- Track 3: Herbert
- Track 4: Business
- Track 5: ApplePie
- Track 6: Standish
- Track 7: Mallow
- Track 8: Tea Cup

Richard Ramole, Davison, MI

Game Boy

Prince of Persia Passwords



PASSWORD = 89012414

Here are codes that'll get you straight to Jaffar, or any other Prince of Persia level you'd like:

Level 2:	06769075
Level 3:	28611065

Level 4:	92117015
Level 5:	87019105
Level 6/7:	58310135
Level 8:	70914195
Level 9:	68813685
Level 10:	01414654
Level 11:	32710744
Level 12:	26614774
Jaffar:	98119464
Ending:	89012414

Josh Eddielemon, League City, TX

Genesis

Streets of Rage

Infinite Life and More

Check out this Streets of Rage code. It zaps you to a secret Options screen that enables you to choose stages and more. First, go to the Option screen and choose Sound Test 11. Then, go to the Level option and press Buttons 1 and 2 simultaneously. A special Option screen will appear that enables you to choose any stage and turn your damage on or off.

Phillipe Belgnolle, Bethesda, MD

SNES

Tiny Toon Adventures: Buster Busts Loose Passwords



They're tiny, they're toony, they're absolutely looney with these passwords for the entire game:

- Level 2: Little Beeper, Montana Max, Elmiria
- Level 3: Gogo, Shirley the Loon, Sweetie
- Level 4: Bookworm, Plucky, Babs
- Level 5: Montana Max, Babs, Sweetie

Buster Bunny, Toontown, USA

Game Gear

Sonic The Hedgehog 2 Zone Select

This one's not easy to pull off, but it lets you choose your Zone in this tough game. Wait until the Sega logo appears, then simultaneously press Down/Left, and Buttons 1 and 2. Continue to hold all these buttons, and wait until the title screen appears. During the third blink, press Start while his eye is shut. If you've timed this correctly, a Zone-select screen will appear. Use Up and Down on your control pad to choose a Zone, and press Start to begin.

Billy Rample, Seattle, WA

Road Rash 2

Begin with any Bike



Here's a trick that lets you begin with any Road Rash bike you like. Begin your game and go to the Options screen. Choose Set Player mode, and select Mano a Mano at any level. Then, exit and go to the Bike Shop.

Choose any bike you'd like. Return to the Options screen and pick Set Player mode again. Next, choose the type of game you want. Select Take Turns and copy the password. Use the password to race with the bike you've chosen! When it's player two's turn, they can choose their bike with the same procedure.

**Allan Cameron
Gravenhurst, Canada**

**GAME
GENIE**

Sega CD

Road Avenger

Super Code

Here's a trick that enables you to select stages and enter a debug and demo mode in Road Avenger. When the title screen appears, press Start. When the Game Start/Options screen appears, press Up on Controller One. When the Options mode screen appears, put the cursor on the Players option. To access the Stage Select, press Button A six times at the Players option, then exit the Options mode.

When you begin your game, a stage select screen will appear. Use Right on your control pad to change the stage number.

To enter the Debug mode, press Button C five times during the Players option. When your game begins, simultaneously press Buttons A, B, and C. The Debug mode will appear. To enter the Demo mode, press Button A five times and Button B once during the Players option. When your game begins, you can kick back and watch the demo!

Gino Larzaro, Cleveland, OH

Genesis

Game Boy

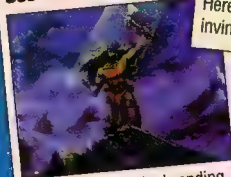
Super Mario Land 2 Invincibility



Here's a code that gives Mario invincibility: 001-A9C-449

Duo

Shape Shifter See the Ending



To see Shape Shifter's ending the easy way, wait until the title screen appears, then press and hold Select and Button I. Next, press the directional pad in a counter-clockwise circular motion. Eventually, the ending sequence will kick in!

Sam Parmley, Seattle, WA

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Sega CD

Marky Mark: Make Your Own Music Video

Strange Scene



There's a very strange scene in Marky Mark's Make Your Own Music Video. To check it

out, enter the game, then simultaneously press and hold Buttons A and C. Press Start to go to the U-Direct mode. Next, press Buttons A, B, C, then Right. You'll see Marky laughing with a bunch of girls. While this is happening, press Start to go to an even weirder screen!

Bruno Mathias,
Pompano Beach, FL

Sega CD

Road Avenger

Stage Clear



To clear a Road Avenger stage the easy way, you must first activate the game's Pause function. Press Start to access the Game Start/Options mode screen. Press Up on Controller One to highlight the Options Mode. When the Options screen appears, use your cursor to highlight the Players option. To gain a Pause func-

tion in the game, press Button A four times and Button B once.

When your game begins, you simply press Start to pause. After you activate the Pause function, exit the Options screen. Press Up again to highlight the Options mode. Select the Players option, then press Button A four times, Button B once, and Button A one more time. Begin your game. If you want to clear a stage, press Start to pause, then hit Button C to clear the stage.

Wes Mason
Amherst, MA

Super NES

Cal Ripken Baseball

Super Cal



Use this code to turn your entire team into Cal Ripkens. First, select any team. Then, simultaneously push L, R, and Start. Now, every player on the team you choose will be Cal Ripken.

Michael Chatman, Richmond, CA

Sega CD

Kris Kross

Sneak Peek

To check out a little behind-the-scenes Kris Kross action, wait until the caller screen appears, then press Buttons A, B, C, and then Right. You can view some scenes of the making of the Make Your Own Video game. Hit Start to view different scenes.

Larry Fletcher, Dallas, TX

Super NES

Power Moves

Passwords

These Power Moves codes give Joe full speed, jump strength, defense, life, and they enable him to fight Ranker. The password for the one-player mode is:

QT: +XTO MQ7

The password for Bonus Room 1:
CC5 P92G \$K\$

The password for Bonus Room 2:
K:6 HJ&H F17

Jason Lang, Vancouver, WA

Shockman Two-Player Controls



Here's a shocking trick for this Duo cart. Wait until the title screen appears, and then press Run. When the Player Select screen appears, choose Two Players and then press

Button I two times. Now you can play both characters at the same time with one controller.

You can also use this trick to skip levels. After you've completed the trick, begin a regular game. While you're playing, hold down Button II until you start to glow. When you release the button, instead of firing a big blast, you'll turn into a fireball and soar to the end of the level you're on.

Knoah Plasek, Stamford, CT

Genesis

Pigskin Footbrawl Sound Test



To hear Pigskin's gruesome sounds, wait until the title screen appears, then simultaneously



press Buttons A, B, and C on Controller 1. Then press Start on the Options screen.

Robert Barton, Charlotte, NC

PGA Tour Golf Hole in One



Here's a code that lets you nail a hole in one with every shot. You can shoot as many times as you'd like, but you always stay on stroke one: FFD0F 70000 and FF4A1-90001

Jonathan Walker, Anderson, SC

PRO ACTION REPLAY

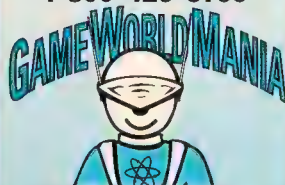
Do You Have a Secret Weapon?

If you do, send it to S.W.A.T.Pro. Our Pros will review it. If we publish it, we'll send you a free GamePro Super Shirt! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

Advertisement

Call **TOLL FREE** Now!
1-800-GAMES-99
1-800-426-3799



SEGA
SUPER NINTENDO
GAME GENESIS

104 Arcuss Odyssey	\$49	303 Alien III	\$45
106 Bat Simpson Nightmare	49	310 Batman Returns	45
108 B. Battle Maniac	49	312 Battletoads	44
111 Bulls vs Blazers	51	313 Best of the Best	49
118 Cybemator	52	317 Bulls vs Blazers	49
120 Dash'n Desperados	44	327 Dolphin	44
127 Dream Probe	49	334 Fatal Fury	54
133 Final Fight 2	54	335 Flashback	54
138 Hit the Ice	49	342 Hardball 3	55
145 King Arthur's World	51	343 Hit the Ice	44
148 Lost Vikings	49	348 Indy Jones	48
149 Madden '93	49	350 James Bond 007	48
151 Mano is Missing	49	355 Jungle Strike	49
154 Mech Warrior	49	357 Keeper of the Gates	49
155 Mortal Kombat	**	361 Madden 93	49
156 MVP Football	49	353 Montana 93	48
157 NBA All-Star Chal.	49	715 Mortal Kombat (CD)	49
158 NFL Football	53	366 NBA All-Star Chal.	43
121 Road Runner	52	369 Outrun 2019	44
169 Rock'n Roll Racing	49	370 Paperboy 2	46
172 Shanghai II	45	374 Pigskin Football	49
174 Sm Earth	58	375 Pirate's Gold	49
177 Spiderman & X-Men	52	385 Shining Force	49
179 Star Fox	54	386 Shinobi III	47
181 Street Fighter II	82	308 Simpson's Nightmare	46
185 Super Conflict	49	387 Sonic the Hedgehog 2	46
187 Super High Impact	49	722 Spiderman vs. King	43
193 Tasmania	52	391 Streets of Rage 2	56
197 T2: Arcade	49	389 Street Fighter 2	**
197 T2: Judgement Day	49	393 Summer Challenge	46
201 Tiny Toons	53	396 Superman	44
202 Tom & Jerry	49	399 Tasmania	43
205 Troddlers	46	401 T2: Judgement Day	43
206 Ultimate Fighter	54	407 Warpspeed	38
208 Warpspeed	49	411 World Cup Soccer	44
213 Yoshi's Cookie	49	412 X-Men	48

Name _____
Address _____

Phone No. () _____

Item No. Title Qty. Price

Sub Total _____

N.Y.S. Res. Add 8.5% Tax _____

Shipping & Handling _____

C.O.D. Charge: \$3 (USA) _____

Total _____

USPS \$6 First Class Mail or Priority Mail.

PAYMENT: (personal checks will clear within 3 days)

☐ Check/Money Order ☐ Credit Card ☐ C.O.D.

Card Holder Name _____

Acct. _____

Exp. Date _____

Signature _____

WE SHIP TO P.O., A.P.O., & F.P.O. BOXES

Mail order form and payment to:

GAME WORLD MANIA

203 Commack Rd.

Suite 101B

Commack, N.Y. 11725



Aladdin Arises for the Genesis

Disney Software, Sega of America, and Virgin Games have rubbed the Magic Lamp together to conjure up a video game based on *Aladdin*, the hit animated movie from **Walt Disney Studios**. Disney's *Aladdin* for the Genesis is due out in October.

For the first time ever, Disney animators are creating original animation for a video game. Many members of the 10-person animation crew worked on the flick. Paul Curassi, production executive of Disney Studios' Animation Services, believes they "can add all the little effects that bring a character to life, such as poses, subtleties of timing and emotion, to create an effect level just like that in feature films, but unlike anything ever seen in a video game."



Disney Software Producer Patrick Gilmore (left) discusses game play of the Sega Genesis version of Disney's *Aladdin* with Virgin Games Animation artist Mike Dietz (right).

Sega's clamped a tight lid on game info, but Disney's *Aladdin* cart will pack 16 megabytes of action, animation, and comedy. In addition to recreating the original characters of the film, including our hero Aladdin, the evil Jaffar, and Abu the monkey, the Disney team is bringing new

characters to the game. According to Sega, some stages will take place in the mystical city of Agrabah, Aladdin's home town. But what would a game based on *Aladdin* be without a visit to the Cave of Wonders and a wild ride on the magic carpet?

Disney has the artists, but Virgin Games has the programmers. Virgin's contribution to the proceedings is its hush-hush proprietary programming technique, which transfers cell animation directly into a video-game graphics format. Although *Aladdin* will be the first game to use the technique, Virgin plans to use the process for other projects, as well.

The three companies currently have no comment on a CD version of the game. (But three wishes says *Aladdin* crosses over.) **Sega Enterprises of Japan** will develop a Game Gear version, but it's highly doubtful that it will feature the complex animation planned for the Genesis version.

Mario Goes Hollywood

It was an inevitable career move. Mario, one of the most popular characters in the history of video games, has taken his act from **Nintendo** screens to movie screens. **Hollywood Pictures'** *Super Mario Bros.* has just opened in theaters around the country, hoping to cash in on the huge summer movie crowds.

Bob Hoskins (star of *Who Framed Roger Rabbit?*) plays



The explosive Dennis Hopper plays the crazed Koopa, John Leguizamo is Luigi, and Samantha Mathis is Princess Daisy in the film *Super Mario Bros.*

Mario, and John Leguizamo plays Luigi in a story that puts the two unlikely superheroes on the trail of the missing princess Daisy (Samantha Mathis). Along the way, the two brothers encounter eight-foot-tall Goombas, deadly fireballs, the crazed Koopa (played by Dennis Hopper), and the ultimate penalty of de-evolution.

Hollywood Pictures, a division of **Disney**, is counting on the video game's popularity to draw the bulk of its audience. Nintendo's own research showed that right now Mario is more recognizable among young boys than even Mickey Mouse. What's more, the **Super Mario Bros. 3** game for the NES has grossed more money than any motion picture in history with the exception of *E.T.* Clearly, Mario's Hollywood Moment has arrived, and the studio has spent \$35 million to make sure his debut is successful.

Philips Upgrades CD-I for Full-Motion Video

Philips announced a 32-bit upgrade for its **Compact Disc-Interactive** (CD-I) machines at the recent Intermedia Conference in San Jose, CA. **The Full-Motion**

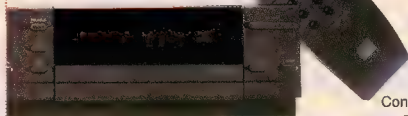
Video (FMV) extension unit plugs into the back of existing CD-I machines and provides the capability to store and play up to 72 minutes of full-screen, full-motion video. Philips plans to create interactive movies and games to support the new technology. Philips is even considering selling movies on CD, similar to Pioneer's LaserDisc offerings. The FMV is due this September.

In a related story, **Philips** also plans to launch a line of **Nintendo**-licensed products for the CD-I. The games will be based on such popular characters as Mario, Luigi, Link, Zelda, and Yoshi. These all-new discs will be developed by Philips Interactive Media of America. **Hotel Mario, Super Mario's Wacky Worlds, Zelda: World of Gamelon, and Link: The Faces of Evil** are all slated for release later this year.

Activision Redux

Back from the dead comes **Activision**, the game manufacturer that was buried two years ago under \$30 million of debt. Today the Activision renaissance is in full swing with a long list of new games coming this year and next. High on that list is **Return to Zork**, arriving this fall on CD platforms, possibly including Sega, 3DO, and IBM. This sequel to **Infocom's** all-time best-selling *Zork* combines 24-bit graphics with a little star power, in the person of Jason Hervey from *The Wonder Years*. Expect a \$79.95 price tag.

Other summer releases from Activision include new



Continued on page 152.

CHIPS & BITS Inc

BUY 4 IN STOCK GENESIS OR SNES GAMES GET 1 FREE

PO Box 234, Rochester, VT 05767

Fax 802-767-3382

800-500-GAME

GENESIS HARDWARE

Genesis Core System	\$99	After Burner 3 CD	\$43
Genesis Fighting System	\$119	Chase HQ 2	\$44
Genesis CD Player	\$299	Dessert Strike	\$42
Arcade Power Stick	\$34	F15 Strike Eagle 2	\$54
Asio Pad	\$24	Jaguar Racing CD	\$43
Genesis Activator	\$64	Micro Machines 4	\$49
Genesis Maniac	\$54	Outrun 2019	\$44
Menacer/Terminator 2	\$69	Race Drivin'	\$45
Mega Fire Control Pad	\$19	Road Avenger CD	\$44
Power Clutch	\$34	Road Rash 2	\$44
Pro Action Replay	\$79	Road Riot 4WD	\$46
Super Jo-Jo	\$39	Sewer Shark CD	\$49
Triton Pad	\$26	Super Battle Tank	\$47
Turbo Touch 360	\$29	WarpSpeed	\$39

GENESIS ADVENTURE

Advt Willie Beamish CD	\$49	Arcus Odyssey	\$49
Alien CD	\$49	Battle Masters	\$43
Alien vs Predator	\$39	Buck Rogers	\$54
Aliens 3	\$49	Dark Wizard CD	\$43
B.O.B.	\$43	Dungeon Mtr Skull Cp CD	\$43
Batman Returns	\$39	Genfire	\$56
Batman Returns CD	\$43	Lead Stalker	\$54
Batman:Revenge of Joker	\$43	Phantasy Star 2 or 3	\$59
Battle Tanks	\$44	Phantasy Star 4	\$54
Bubsy	\$49	Plantes	\$49
Capt America & Avengers	\$44	Romance 3 Kingdoms 2	\$59
Chester Cheatah 1 or 2	\$52	Sorcerers Kingdom	\$49
Chuck Rock	\$49	Star Odyssey	\$59
Cool SPOT	\$49	Uncharted Waters	\$59
Dolphin (cart or CD)	\$44	Vampire Killer	\$52
Dracula (cart or CD)	\$44	Warriors of Eternal Sun	\$56
Flashback	\$57		
Flintstones	\$44		
GOOS	\$44		
Hack (cart or CD)	\$44		
Indiana Jones CD	\$49		
Indy Jones Last Crusade	\$49		
Night Trap CD	\$49		
Out of this World (cart/CD)	\$49		
Prince of Persia CD	\$43		
Rise of the Dragon CD	\$43		
Rolling Thunder 2 or 3	\$49		
Secret Monks Island CD	\$43		
Shadow of the Beast 2	\$43		
Sherlock Holmes 2 CD	\$43		
Shinobi 3	\$46		
Sonic Hedgehog 2 CD	\$49		
Sonic the Hedgehog 1or2	\$36		
Spiderman vs Kingpin CD	\$43		
Splatterhouse 2 or 3	\$54		
Strider 1 or 2	\$49		
Sunset Riders	\$43		
Superman	\$49		
Terminator 2 Arcade/UD	\$49		
TMNT Hyperstone Helix	\$49		
TOYS	\$49		
TazMania	\$44		
Terminator (cart or CD)	\$49		
Tiny Toon Adventures	\$49		
Wild Child (cart or CD)	\$45		
Wonder Dog CD	\$43		
X MEN	\$46		
Young Indy Jones Chron.	\$39		

GENESIS SPORTS

American Gladiators	\$52	American Gladiators	\$52
Andre Agassi Tennis	\$44	Andre Agassi Tennis	\$44
Bowling	\$49	Bowling	\$49
Cal Ripkin Baseball	\$49	Cal Ripkin Baseball	\$49
Hardball 3	\$54	Hardball 3	\$54
Hit the Ice	\$44	Hit the Ice	\$44
Jack Nicklaus Golf	\$44	Jack Nicklaus Golf	\$44
Joe Montana Football CD	\$46	Joe Montana Football CD	\$46
King Salmon	\$43	King Salmon	\$43
MLBPA SportsTalk BB	\$49	MLBPA SportsTalk BB	\$49
Madden Football 93	\$49	Madden Football 93	\$49
Mike Ditka Power FB 2	\$49	Mike Ditka Power FB 2	\$49
Muhammad Ali Boxing	\$44	Muhammad Ali Boxing	\$44
Mutant League Football	\$44	Mutant League Football	\$44
NBA Super Allstar Chll	\$43	NBA Super Allstar Chll	\$43
NFL Sports Talk Football	\$49	NFL Sports Talk Football	\$49
NHL Players Hockey 93	\$49	NHL Players Hockey 93	\$49
PGA Tour 2	\$49	PGA Tour 2	\$49
Pigskin	\$43	Pigskin	\$43
RBI Baseball 4	\$46	RBI Baseball 4	\$46
RBI 93	\$46	RBI 93	\$46
Rogers Clemens MVP BBal	\$39	Rogers Clemens MVP BBal	\$39
Side Pocket	\$44	Side Pocket	\$44
Super High Impact	\$43	Super High Impact	\$43
Tecmo Super Bowl	\$59	Tecmo Super Bowl	\$59
Tony LaRussa Ut BBal	\$52	Tony LaRussa Ut BBal	\$52
WWF Super Wrestlemania	\$49	WWF Super Wrestlemania	\$49
X MEN	\$46	World Trophy Soccer	\$49

GENESIS STRATEGY

Aero Biz	\$59	Super Nintendo System	\$99
Asio Pad	\$24	Super Nintendo System	\$99
HUMANS 1 or 2	\$49	Asio Pad	\$24
Jeopardy 2	\$49	Championship Joystick	\$69
Laminings	\$42	Capcom JoyStick	\$69
Master of Motion Replay	\$54	Game Genie	\$49
Monopoly	\$46	Pro Action Replay	\$54
Powermonger	\$43	Super Advantage	\$44
Rampart	\$49	Super Scope	\$54
Shanghai 2	\$39	Turbo Touch 360	\$29
Threats of Fortune 1 or 2	\$49		

GENESIS KICK & PUNCH

Beast Wrestlers	\$56	Battle Blaze	\$46
Best of the Best	\$49	Best of the Best	\$49
Double Dragon 3	\$39	Brawl Brothers	\$54
Fatal Fury 1 or 2	\$54	Fatal Fury 1 or 2	\$54
Fatal Fury 2	\$54	Final Fight 2	\$54
Fighting of the Monsters 1or2	\$43	King of the Monsters 1or2	\$49
Street Fighter 2	\$62	Mortal Kombat	\$64
Slaughter Sport	\$49	Power Moves	\$49
Streets of Rage 2	\$59	Street Fighter 2	\$62
		Super Combattles	\$54
		Super Ninja Boys	\$56
		Ultimate Fighter	\$56

GENESIS SIMULATION

After Burner 3 CD	\$43
Chase HQ 2	\$44
Dessert Strike	\$42
F15 Strike Eagle 2	\$54
Jaguar Racing CD	\$43
Jungle Strike	\$49
Micro Machines 4	\$49
Outrun 2019	\$44
Race Drivin'	\$45
Road Avenger CD	\$44
Road Rash 2	\$44
Road Riot 4WD	\$46
Sewer Shark CD	\$49
Super Battle Tank	\$47
WarpSpeed	\$39

GENESIS ROLE PLAYING

Arcus Odyssey	\$49
Battle Masters	\$43
Buck Rogers	\$54
Dark Wizard CD	\$43
Dungeon Mtr Skull Cp CD	\$43
Genfire	\$56
Lead Stalker	\$54
Phantasy Star 2 or 3	\$59
Phantasy Star 4	\$54
Plantes	\$49
Romance 3 Kingdoms 2	\$59
Sorcerers Kingdom	\$49
Star Odyssey	\$59
Uncharted Waters	\$59
Vampire Killer	\$52
Warriors of Eternal Sun	\$56

GENESIS SPORTS

American Gladiators	\$52
Andre Agassi Tennis	\$44
Bowling	\$49
Cal Ripkin Baseball	\$49
Hardball 3	\$54
Hit the Ice	\$44
Jack Nicklaus Golf	\$44
Joe Montana Football CD	\$46
King Salmon	\$43
MLBPA SportsTalk BB	\$49
Madden Football 93	\$49
Mike Ditka Power FB 2	\$49
Muhammad Ali Boxing	\$44
Mutant League Football	\$44
NBA Super Allstar Chll	\$43
NFL Sports Talk Football	\$49
NHL Players Hockey 93	\$49
PGA Tour 2	\$49
Pigskin	\$43
RBI Baseball 4	\$46
RBI 93	\$46
Rogers Clemens MVP BBal	\$39
Side Pocket	\$44
Super High Impact	\$43
Tecmo Super Bowl	\$59
Tony LaRussa Ut BBal	\$52
WWF Super Wrestlemania	\$49
X MEN	\$46
World Trophy Soccer	\$49

SNES HARDWARE

SNES Core System	\$99
Super Nintendo System	\$99
Asio Pad	\$24
Championship Joystick	\$69
Capcom JoyStick	\$69
Game Genie	\$49
Pro Action Replay	\$54
Super Advantage	\$44
Super Scope	\$54
Turbo Touch 360	\$29

SNES KICK & PUNCH

Battle Blaze	\$46
Best of the Best	\$49
Brawl Brothers	\$54
Fatal Fury 1 or 2	\$54
Final Fight 2	\$54
King of the Monsters 1or2	\$49
Mortal Kombat	\$64
Power Moves	\$49
Street Fighter 2	\$62
Super Combattles	\$54
Super Ninja Boys	\$56
Ultimate Fighter	\$56



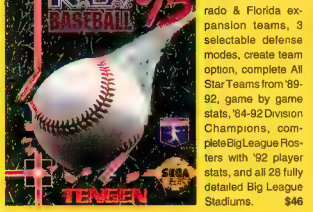
'TERMINATOR 2 JUDGEMENT DAY' comes straight from the film, with inside the Terminator computer perspectives, and 16-bit power that brings home the multi-million dollar special effects that made the film a chart topping success. **\$54**



'WWF ROYAL RUMBLE' contains 12 of the hottest, newest WWF Superstars, like Mr Perfect, Razor Ramon, Shawn Michaels, Bret 'The Hit Man' Hart and more. Features all new 'No-Holds-Barred' mode, tournament mode and signature moves. **\$59**



'STREET FIGHTER 2 CHAMPION EDITION' brings 12 of the toughest fighters from around the globe together one of the 8 challengers or the one of the Grand Masters. Features 16 Megs of heart stopping martial arts action, Choose from any fighter with their own unique fighting style, fight against computer or against another player. **\$64**



'RBI 93' improves on the best selling baseball video game ever. Features new Colorado and Florida expansion teams, 3 selectable defense modes, create team option, complete All Star Teams from 99-92, game by game stats, '94-92 Division Champions, complete Big League Rosters with 92 player stats, and all 28 fully detailed Big League Stadiums. **\$46**

SNES SIMULATION

Dessert Strike	\$44
Hunt for Red October	\$44
Jaguar Racing	\$54
Kawasaki Carb Challenge	\$49
Mechwarrior	\$49
RFM Racing	\$44
Race Driver	\$49
Road Riot 4WD	\$49
Rock & Roll Racing	\$44
Star Fox	\$56
Super Battle Tank	\$44
Super F1 2	\$49
Super Mario Kart	\$46
Super Strike Eagle	\$54
Top Gear 2	\$49
WarpSpeed	\$49
Wing Commander	\$56

SNES ROLE PLAYING

Arcana	\$49
Curse of the Azure Bonds	\$54
Drakhen	\$49
Dungeon Master	\$59
Exinnox	\$49
Final Fantasy Legend 2	\$54
Final Fantasy Mystic Qst	\$36
Genie	\$44
Inludo	\$49
Lord of the Rings	\$54
Might & Magic 2	\$56
Might & Magic 3	\$59
Shadow Run	\$49
Spellcaster/Aspects Valor	\$49
Ultima 6	\$59
Uncharted Waters	\$59

SNES STRATEGY

Aero Biz	\$59
Clio	\$46
HUMANS	\$49
Imperium	\$49
Jeopardy 2	\$49
Mano Paint	\$59
Monopoly	\$46
Q-Bert	\$49
Railroad Tycoon	\$54
Rolling Thunder 3CD	\$49
Romance 3 Kingdoms 2	\$59
Shanghai 2	\$39
Simearth	\$59
Super Caesars Palace	\$49
Super Conflict	\$49
Troddlers	\$46
Utopia	\$52
Wheel of Fortune	\$49

SNES SPORTS

American Gladiators	\$54
Black Bass	\$52
Bulls vs Blazers	\$54
Cal Ripkin Baseball	\$49
David Crane Angry Tennis	\$49
Football Fury	\$46
Hit the Ice	\$44
J Connors Pro Tennis	\$44
MVP Football	\$49
Madden Football 93	\$49
NBA Super Allstar Chll	\$49
NFL Football	\$54
NHL Players Hockey	\$49
Pigskin	\$43
Roger Clemens MVP BBal	\$39
Super Bowling	\$44
Super Davis Cup Tennis	\$44
Super High Impact Football	\$49
Super Slam Dunk	\$49
Super Slap Shot	\$49
Super Soccer	\$44
TECMO Super NBA Bball	\$59
WWF Super Wrestlemania 2	\$59
World League Soccer	\$39

GENESIS

Exile, Global Gladiators, Lightning Force, Power Pad, Valls, Where in the World is Carmen Sandiego, YoungGalahad, Ys3	
---	--

SNES

Asio Pad, Blaze On, D Force, Harley's Humongous Adventure, Jimmy Connors Tennis, Mutsya, Phalanx, Rocketeer, Xardion	
--	--

SNES ADVENTURE

ActRaiser 2	\$54
Adams'Fam Puglysis SH	\$52
Alien vs Predator	\$46
Aliens 3	\$49
B.O.B.	\$49
Batman Returns	\$54
Batman:Revenge of Joker	\$44
Battle Tanks	\$54
Bubsy	\$56
Congo's Caper	\$44
Daily Duck/Marvin Martin	\$52
Death Valley Rally	\$54
Dracula	\$49
Dragons Lair	\$43
Global Gladiators	\$49
Gool Troop	\$54
Joe & Mac 1	\$49
King Arthur's World	\$52
Mickey's Magical Quest	\$59
Out of this World	\$54
Prince of Persia	\$49
Rim & Slippy Show	\$54
Spiderman & X-Men	\$49
Star Trek	\$59
Super Empire Strikes Bk	\$59
Super Star Wars	\$52
Super Turrican	\$44
Super Valls 4	\$49
Superman	\$49
T2-Arcade Game	\$49
T2-Judgement Day	\$54
TazMania	\$52
Team Mutant Ninja Ttris 4	\$49
Terminator	\$49
Tiny Toon Adventures	\$54
Tom & Jerry	\$49
Vikings	\$52
Wizard of Oz	\$52

TURBOGRAFX

Turbo Duo System	\$289
Air Zone	\$46
Bonk's Big Adventure	\$44
Cosmic Phantasy 3 CD	\$44
Dungeon Explorer 2 CD	\$46
Magical Chase	\$46
Flot Zone CD	\$46
Vastetted 3CD	\$46
World Sports Competition 4	\$49

NEO GEO

Neo Geo Game System	\$589
2020 Super Baseball	\$139
3 Count Bout	\$199
Baseball Stars Pro	\$129
King of Monsters	\$149
Super Side Kick	\$179
World Heroes 1 or 2	\$199

*FREE GAME OFFER

Buy any 4 in stock games and choose a 5th game free from the list below. Offer subject to change or cancellation without notice. Valid while supplies last.

TERMS & CONDITIONS

Vista & MC Accepted. COAs & Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping time not guaranteed. Defective replaced with same product. Price, offer & availability subject to change. All Sales Final.

games for the Super NES: **Shanghai 2**, **Mechwarrior** (a virtual-reality based game), **Alien vs. Predator** (an extension of the comic book), and **Biometal** (a side-scrolling space shooter with advanced music technology).



Activision filmed live actors for the exotic roles in a CD version of *Return to Zork*.

Gamers who cut their teeth on the old Atari 2600 will want to see what Activision's done to some old Atari favorites this fall. The Super Classics line for the Super NES mixes original Atari titles — **Pitfall**, **River Raid**, and **Kaboom** — and contemporary technology to achieve some interesting effects. In the newest version of *Pitfall*, for instance, *Pitfall Harry* no longer swings on vines, he bounces with bungee cords!

Has the Lynx Been Declawed?

Lynx gamers had better hold on; their portable pussies may be in for a rough ride. **Toys R Us**, Atari's largest retailer, has stopped carrying Lynx products. Additionally, Atari has closed down its once-thriving office in Lombard, IL, and sources tell us the crew working at its Sunnyvale, CA office has been scaled down. However, we've also heard that Atari has nearly 20 Lynx games in development, and the system is still sold at **Software Etc.**, **Electronics Boutique**, **Babbage's**, and other outlets.

Atari's Jaguar Goes for the Jaguar...Maybe

In a related story, Atari states that the bulk of its internal development staff is concentrating on the long-promised **Jaguar** home system. Touted as a high-end, 64-bit, cartridge-based machine with a price below \$300, the Jag is slated to be introduced to the media at a New York press reception following the Summer Consumer Electronics Show in June. A nationwide launch is planned for late summer or early fall (it was originally promised for late '92 or early '93). Atari won't release game details, but claims to have already signed up a number of licensees.

How powerful is the Jaguar? In a car race, Atari says its custom 64-bit processor is, well, like a Jaguar, and 16-bit systems are like bicycles. Atari spokesperson Bob Brodie even goes so far as to assert that "third-party developers who've seen both 3DO and Jaguar hardware presentations say the Jaguar is better." (No, this isn't an April Fool's joke!) Is the Jaguar a SNES and Genesis killer, or is this feline full of it? We'll have the answers when Atari does!

Nintendo Sells Basic Game Boy System for \$49



Portable Game Boy power now \$49.95.

Handheld holdouts can now get gaming on the go for half a hun-

dred bucks. **Nintendo** has introduced a stripped-down basic Game Boy package for \$49.95, which buys only the system and batteries. The \$79.95 model is still offered, which also includes **Tetris**, headphones, and the multi-player game link cable.

Sega, Sonic Help Kids in Need



Ronald, Sonic, and friends play Genesis games at a Ronald McDonald House.

Sega of America's doing good deeds faster than a super-sonic rodent in tennis shoes. Sega recently donated 157 Sega Genesis systems and software libraries to Ronald McDonald Houses around the world. Ronald McDonald House is a temporary residence for families with children being treated at local hospitals.



From left to right: Jay Lawrence of Blossom, Vanessa Williams of Melrose Place, Deejay Rick Dees, and Jeff Goldblum of Jurassic Park showed for KHS and Unite.

Sega also worked with a Los Angeles radio station to sponsor a fund-raising concert called "KHS and Unite," which benefited the **Pediatric AIDS Foundation (PAF)**. A host of celebrities turned out to support

the event, including Armin Shimerman, who plays Quark on *Star Trek: Deep Space Nine*, Bruce Wilkerson of the L.A. Raiders, and key Sega executives.

Accolade, Sega Settle Their Differences

United they stand, at last! **Sega Enterprises, Ltd.** and **Accolade** have ended their prolonged mutual lawsuit in a third-party licensing agreement. The central issue of the lawsuit was "reverse engineering," a development process Accolade used in creating unauthorized games. If the courts had ruled in Sega's favor, a legal precedent could have been established making all independent software development illegal. However, since the case never went to trial, the laws have not been changed.

Accolade's current schedule of Genesis games, including **Bubsy: Claws Encounters of the Furred Kind**, **Jack Nicklaus Power Golf**, and **Brett Hull Hockey**, will be unaffected. Accolade will also consider publishing products for the Sega CD and Game Gear. Accolade notes that its game quality will improve, because the company will use special programming and development tools that Sega provides only to licensees.

Following the announcement, an Accolade employee was overheard saying, "Will Bubsy and Sonic finally be seen in public together?"

NEWS BLIPS...

...**Electronic Arts** has moved to Sesame Street. A recent deal between the giant

Continued on page 154.

HAVE AN AMUSEMENT PARK ALL TO YOURSELF.



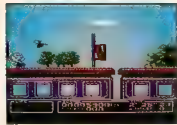
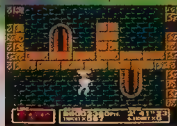
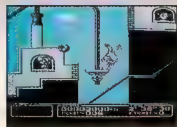
(Except for a couple of rats.)

Step right up to the NES™ ride of your life when the Toonsters take on the world's wackiest fun park in *Tiny Toon Adventures™ 2 - Trouble in Wackyland™*. Montana Max and his rodent warriors have heaps of trouble planned for our pals. See if you can stomach all 5 unique arcade adventure games. Babs Bunny goes over the edge on the perilous Roller Coaster. Plucky Duck is at the wheel of the b-b-bumpy Bumper Cars. Hamton squeals in panic on the Wild Western Train Ride. Furrball clings for all nine lives on the High Speed Log Ride. Worst yet, Buster is ready to pull his hare out in the topsy turvy Fun House Maze, where that carnival creep Montana Max awaits.

You've got your ticket to the weirdest amusement park you'll ever see. Head for the front gates! And don't forget your rat repellent.

Konami Game Hint and Tip Line:
1-900-896-HINT(4468).

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.



KONAMI®



game company and **Children's Television Workshop**, the 25-year-old educational television company, will result in new interactive products featuring the popular *Sesame Street* characters.

... Could airborne handhelds bring aircraft crashing down? The **Federal Aviation Administration** (FAA) is considering whether to restrict or even ban the use of certain electronic devices on planes. These electronic devices, including portable computers, cellular phones, and electronic games, might interfere with an airplane's navigational controls.

... For the first time in its history, **Nintendo** has shipped a million copies of a game to stores. Which one took the honors? You don't have to be as clever as a **fox** to figure out who's the **star**! See our April cover for the year's most talked-about game.

... **Gametek**, Part I: Look for some new Gametek games in

the next few weeks: two puzzlers, **Tesseract** and **Jeopardy**, for Game Gear, and a racer, **Nigel Mansell's World Championship**, for the SNES and Game Boy.

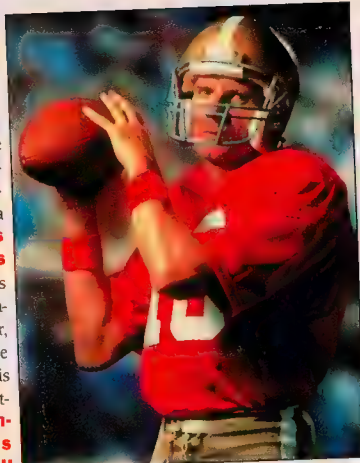
... **Gametek**, Part II: The company also promises some special releases in time for Christmas, including **Family Feud**, **Wheel of Fortune 2**, and **Jeopardy 2**, all for the SNES and Genesis.

... But can he shoot the rock? Basketball broadcasting big-mouth Dick Vitale has signed a multi-year contract with **Tengen** to develop a new line of video hoops. The deal tips off at the end of '93 with **Dick Vitale's Awesome Baby Basketball**, featuring the colorful announcer's voice, likeness, and strategy. With typical modesty Vitale promises "It'll be uno number one, baby!"

... Look for **Natsume's Championship Wrestling** for the SNES in late '93.

... More sports news: Football fans in San Francisco are still mourning the April trade of legendary quarterback Joe Montana from the **49ers** to the **Kansas City Chiefs**. As far as **Sega** is concerned, however, Joe will always be a 'Niner, which is how he was depicted in **Joe Montana II Sports Talk Football**

for the Genesis. As long as the game continues to sell, Sega has no plans to change Joe's red uniform or number 16, no matter what happens in his real-life career. (Incidentally, you'll notice that the Kansas jerseys are also red. How convenient!)



... **SNK** has announced the winners of its **Art of Fighting** Master the Magic Contest. Congrats to Shawn Cunningham of Chicago, Lou Davidson of Orlando, and Steve Curran of New York. Each gets a Neo-Geo Gold Advanced home arcade system...

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Tiny Toon Adventures 2: Trouble In Wackyland
2. Tecmo NBA Basketball
3. Alien 3
4. Yoshi's Cookie
5. Batman Returns
6. Base Loaded 4
7. Spiderman: Return of the Sinister Six
8. The Simpsons: Bart Meets Radioactive Man
9. Best of the Best
10. Mega Man 5

Super Nintendo

1. Star Fox
2. Fatal Fury
3. Batman Returns
4. Tom and Jerry
5. Tiny Toon Adventures: Buster Busts Loose
6. Tecmo Super NBA Basketball
7. Combatribes
8. Bulls vs. Blazers & The NBA Playoffs
9. Brawl Brothers
10. Hit the Ice

Sega Genesis

1. X-Men
2. Cool Spot
3. Flashback
4. Fatal Fury
5. Bulls vs. Blazers & The NBA Playoffs
6. American Gladiators
7. King of the Monsters
8. R.B.I. Baseball '93
9. Out Of This World
10. Al Michaels Announces Hardball III

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

GamePOWER

HEADQUARTERS™



CHALLENGE Your Game Skills!

WEST COAST VIDEO

Hundreds of stores, coast to coast!

ask for your
FREE
FREQUENT PLAYER CARD

Available at participating stores only.
Supplies are limited. Prices and titles may vary.
© 1993 West Coast Entertainment, Inc.



**FREE GAME
RENTAL
WHEN YOU
RENT 10.**

GamePro

Back Issues of GamePro!

Don't Miss Any of the Action!

- #38 (Sept. '92) Special Streetfighter II Strategy Guide Insert, Part 1
- #39 (Oct. '92) Streetfighter II Strategy Guide Insert, Part 2
- #40 (Nov. '92) Streetfighter II Strategy Guide Insert, Part 3
- #41 (Dec. '92) Streetfighter II Strategy Guide Insert, Part 4
- #42 (Jan. '93) Streetfighter II Turbo Strategy Guide, Battleroads Pull Out Section
- #43 (Feb. '93) Art of Fighting/World Heroes Special Strategy Guide
- #44 (Mar. '93) Sonic 2 Strategy Insert, Part I

- #45 (Apr. '93) Sonic 2 Strategy Insert Part 2
- #46 (May '93) Super Sports Roundup Insert
- #47 (Jun. '93) Super Star Wars Strategy Guide Insert

\$4.95 Each Indicate issue number on order.

The First Issue of GamePro!

Only a few copies remain of GamePro's Premiere issue. This is the original and will not be reprinted! Complete your collection. Get 'em while they last.

\$8.95 Each

GamePro's 16-Bit Specials!

Jam-packed with the latest 16-bit news, reviews and strategies!

- 16-Bit Video Gaming (Feb. '92)
Super Tips & Tactics plus Buyer's Guide
- 16-Bit Video Gaming (May '92)
Buyer's Guide, The Best New Genesis Games
- 16-Bit Video Gaming (Jan. '93)
- Year End Special Best Games of '92

\$4.95 Each Indicate issue number on order.

The GamePro Video Game Library!

Get the competitive edge with these in-depth strategy books from the top gamers in the industry. These books cover it all. Order yours today!

GamePro's Streetfighter II Strategy Guide
Over 160 full-color pages of in-depth Street Fighter II tips and tactics for both the Street Fighter arcade game and Street Fighter II for the Super NES.

160 pages.

The Editors of GamePro

\$9.95

The Official Player's Guide to Sonic
The Hedgehog™

Step-by-step strategies for mastering Sonic
The Hedgehog 1 and 2 for Genesis™ and
Game Gear™

224 pages Jason R. Fitch **\$12.95**

GamePro Hot Tips: Sports Games

200 pages The Editors of GamePro **\$9.95**

Super Mario World Secrets

Comprehensive guide to Super
Mario World for the SNES.

DeMaria and Meston **\$12.99**

Sega Genesis Secrets

290 pages. DeMaria and Meston **\$9.95**

Sega Genesis Secrets, Vol. 2

290 pages. Russel DeMaria **\$9.95**

Sega Genesis Secrets, Vol. 3

250 pages DeMaria and Meston **\$9.99**

Sega Genesis Game Secrets Greatest Tips

256 pages. The Editors of GamePro **\$9.99**

Super Nintendo Entertainment System Games Secrets

Detailed strategy guide for the SNES!

300 pages. **\$9.99**

Super Nintendo Entertainment System Games Secrets, Vol. 2

350 pages. DeMaria and Meston **\$9.99**

Ultimate Unauthorized Nintendo Super NES Game Strategies

The definitive hint book for Nintendo's new 16-bit system.

240 pages. Sander and Badgett **\$4.95**

S.W.A.T.PRO!

Secret Weapons and Tactics!

One of our bestselling products!

Tons of killer secret codes,
passwords, and winning strategies for
all game systems!

SWATPRO (Mar. '92) Feature on Castlevania IV

SWATPRO (May '92) Feature on Batman

SWATPRO (July '92) Feature on Street Fighter II

SWATPRO (Sept. '92) Feature on TMNT IV

SWATPRO (Nov. '92) Feature on Super Double Dragon

SWATPRO (Jan. '93) Feature on Road Runner's Death Valley

SWATPRO (Mar. '93) Feature on Sonic The Hedgehog 2

\$4.95 Each Indicate issue number on order.

**For More
Video Game
Merchandise,
Call or Write for our
Free Catalog!**

GAME DISCOUNT WAREHOUSE

(312) 736-5315

SUPER NINTENDO

AMERICAN GLADIATORS	\$52.00
BUBSY	\$55.00
FATAL FURY	\$55.00
JURASSIC PARK	\$53.00
LOST VIKING	\$48.00
MARIO IS MISSING	\$49.00
MECHWARRIOR	\$50.00
MORTAL KOMBAT	CALL
POCKY & ROCKY	\$51.00
STARFOX	\$54.00
SUPER CEASERS PALACE	\$48.00
SUPER TURRICAN	\$43.00
TAZMANIA	\$52.00
TOP GEAR 2	\$49.00
WOLF CHILD	\$49.00
YOSHI'S COOKIE	\$48.00

GENESIS

BUBSY	\$49.00
BULLS VS BLAZERS	\$49.00
COOL SPOT	\$45.00
DRACULA	\$52.00
FATAL FURY	\$53.00
FLASHBACK	\$55.00
NFL QUARTERBACK CLUB	CALL
MORTAL KOMBAT	CALL
OUT OF THIS WORLD	\$48.00
R.B.I. BASEBALL '93	\$44.00
SHINOBI III	\$45.00
STREET FIGHTER 2 CHAMP ED.	\$63.00
STRIDER II	\$49.00
WWF2 ROYAL RUMBLE	CALL
X-MEN	\$47.00

GENESIS CD-ROM

AFTERBURNER	\$39.00
BRAM STROKERS DRACULA	\$49.00
BATMAN RETURNS	\$42.00
ECCO THE DOLPHIN	\$42.00
JOE MONTANA FOOTBALL	\$49.00
FINAL FIGHT	\$42.00
MORTAL KOMBAT	CALL
RISE OF THE DRAGON	\$42.00

MANY MORE TITLES IN STOCK

8-BIT NINTENDO ALSO AVAILABLE.

WE BUY USED GAMES

PRE-ORDER YOUR NEW RELEASES FOR A 5% DISCOUNT.
SEND \$2.00 FOR THE MOST CURRENT CATALOGUE OF UPCOMING NEW RELEASES
TO: P.O. BOX 41936 CHICAGO, IL 60641

ALL PRICES AND AVAILABILITY ARE SUBJECT TO CHANGE WITHOUT NOTICE. VISA/MC ACCEPTED. ALL SALES ARE FINAL.

GAMEPRO is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 190 computer publications in 61 countries. Thirty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, InfoWorld Argentina; ASIA'S Computerworld Hong Kong, PC World Hong Kong, Computerworld Southeast Asia, PC World Singapore, Computerworld Malaysia, PC World Malaysia; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld; Network World, Reseller, I/O Resources, AUSTRIA'S Computerwelt Österreich, PC Test; BRAZIL'S Computerworld, Mundo IBM, Mundo Unix, PC World, Publish; BULGARIA'S Computerworld Bulgaria, Edworld, PC World Bulgaria, CANADA'S Direct Access, Graduate Computerworld, InfoCanada, Network World Canada; CHILE'S Computerworld, Informatica; COLOMBIA'S Computerworld Colombia; CZECH REPUBLIC'S Computerworld Elektronika, PC World, DENMARK'S CAD/CAM WORLD, Communications World, Computerworld Danmark, Computerworld Focus, Computerworld Uddannelsen, LOTUS World, Macintosh Produktatlog, Macworld Danmark, PC World Danmark, PC World Produktguide, Windows World; ECUADOR'S PC World; EGYPT'S Computerworld Middle East, PC World Middle East, FINLAND'S MikroPC, Tietovikko, Tietovierko; FRANCE'S Distributions, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Resaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, edv aspekte, Information Management, Macwelt, Network, PC Welt, PC Woche, Publish, Unit; HUNGARY'S Asagip, Computerworld SZT, PC World, INDIA'S Computers & Communications; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC World Italia; JAPAN'S Computerworld Japan, Macworld Japan, Sunworld Japan; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/ Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLAND'S Computer! Totaal, LAN Magazine, Lotus World, MacWorld Magazine, NEW ZEALAND'S Computer Listings New Zealand, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, Cworld, Lotusworld Norge, Macworld Norge, Network, PC World Express, PC Norge, PC World's Product Guide, Publish World, Student Data, Unix World, Windowsworld, I/O Direct Response, PANAMA'S PC World; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, PC World China, Electronics International; China Network World; I/O HIGH TECH BEIJING'S New Product World; I/O SHENZHEN'S Computer News Digest; PHILIPPINE'S Computerworld, PC World, POLAND'S Computerworld Poland, PC World/Computer, PORTUGAL'S Macin, RUSSIA'S Computerworld-Moscow, Mir-PC, Sety, SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computing S.A.; SPAIN'S Amiga World, Computerworld Espana, Comunicaciones World, Macworld Espana, NETWORLD, PC World Espana, Publish, Sunworld; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Lokita Network, LAN, Lotus World, MAC/PC, Macworld, Mikrodotum, PC World, Publishing & Design (CAP), Dataloggen, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC & Workstation; TAIWAN'S Computerworld Taiwan, Global Computer Express, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkey, PC World Turkey, UNITED KINGDOM'S Lotus Magazine, Macworld, Sunworld, UNITED STATES' AmigaWorld, Cable in the Classroom, CD Review, CIO, Computerworld, Desktop Video World, DOS Resource, Guide, Electronic News, Federal Computer Week, Federal Integrator, GamePro, iGider/Av, I/O Books, InfoWorld, InfoWorld Direct, Laser Event, Macworld, PC Multimedia World, Network World, PC Games, PC Letter, PC World, Publish, Sumera, SunWorld, SWATPRO Video Event, Video Toaster World; VENEZUELA'S Computerworld Venezuela, MicroComputerworld Venezuela, VIETNAM'S PC World Vietnam.

Advertising Sales

National Advertising Director
John Stieling (415) 349-4300

Western Region

Danna Vedder (415) 349-4300

Advertising Coordinator

Michelle Wheatley

Central Region/Eastern Region

Russ H. Hofer (708) 827-6094

Advertising Assistant

Dawn Wlezen

Credit Sales

Director of Credit Sales

William M. Boyer

Credit Manager

Nancy Mallette

Single Copy Sales

Kemco Services, Inc.

(603) 924-0224

Advertiser Index

Acclaim	9
Accolade	137
Activision	45, 99
Asiaware	1, 2, 3
Bullet-Proof Software	5
CapCom USA, Inc.	131
Chip and Bits	151
DTMC	135
Electronic Arts	20, 21, 58, 59
Flying Edge	105
FunCo Inc.	132, 133
Game Discount Warehouse	158
Game World Mania	149
GameTek	68
Hudson Soft	128
Interplay	103
Konami	2nd Cover, 66, 67, 101
LNJ	23, 28, 29, 65, 111, 124, 125
Master the Game	143
Namco	141
Ocean of America	4th Cover
Play it Again	159
Quickshot Technology	139
Renovation	63
Sega of America	7, 10, 11
Software Etc.	34, 35
Software Toolworks	46, 47
STD	3rd Cover, 160
Sunsoft	57
Taito	55
Tengen	53, 119
Turbo Technologies	15, 115
U.S. Gold	13
Virgin Games	40, 41, 108, 109
Warner Music	Insert
West Coast	155

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

SINCE 1982



GUARANTEED! PRICES UNTIL AUGUST 31, 1993

ALL THE GAMES WE SELL ARE USED AND ARE SOLD WITH A ONE YEAR GUARANTEE. EXCHANGE WILL BE FOR THE SAME GAME ONLY IF DEFECTIVE.

SUPER NINTENDO

We Sell \$24.95
We Buy \$10.00

COMBAT BASKETBALL
D FORCE
EARTH DEF. FORCE
PILOT WINGS
POPULOUS
SUPER MARIO WORLD
SUPER R TYPE

We Sell \$29.95
We Buy \$15.00

ACTRESS
ADAMS FAMILY
BATTLE CLASH
BATTLE TANK
DARIUS TWIN
DRAKHIN
EXTRA INNINGS
FOREMAN KO BOXING
F ZERO
FINAL FLIGHT
GRADIUS II
HOLE IN ONE GOLF
HOLE IN ONE
HYPERZONE
JACK NICKLAUS GOLF
J & M
MADSEN FOOTBALL
KARLOOY
LAGOON
LEMMINGS
MYSTIC QUEST
NOLAN RYAN B.B.
PAPERBOY
PIF FIGHTER
PIV ACT. FOOTBALL
RAIDEN
ROCKETEER
RPM RACING
SIM CITY
SMARTBALL
SMASH TV
SUPER 88 SIMULATOR
SUPER BASS LOADED
SUPER CHOUHUS GHOSTS
SUPER SOCCER
SUPER SOCCER CHAMP
SUPER TENNIS
SUPER WRESTLEMANIA
THUNDER SPIRITS
TRUE GOLF CLASSICS
ULTRAMAN
UN SQUADRON
WANDERERS FROM Y
WORLD LEAGUE SOCCER
XARDION

We Sell \$34.95
We Buy \$20.00

ADVENTURE ISLAND
AEROBIZ
AMAZING TENNIS
AMAZING GLADIATORS
ARCA
ARCA
AXELAY
BAZOOKA BUTZ
BEBE'S KIDS
BEST OF THE BEST
BLAZION
BOB'S US BLAZERS
BUSTER BROS
CALIFORNIA GAMES 2

CAL RIPKEN BASEBALL
CASTLEMANIA
CHESSMASTER
CHESTER & CHEETAH
CHUCK ROCK
CLUE
CONTRA III
COOL WORLD
COURSE OF AZURE
CYBERMART
CYBER SPIN
DESSERT STRIKE
DINO CITY
DRAGON'S LAIR
DUEL
DUNGEON MASTER
EQUINOX
F.I.R. O.C.
FABLES + FIENDS
FAEBALL 2000
FINAL FANTASY II
FIRE POWER 2000
GOAL
GODS
GUNFORD
HARLEY'S ADVENTURE
HOME ALONE 2
HOOK
HUNT FOR RED OCT.
IMPERIUM
INDY HEAT
JAMES BOND JR.
JEOPARDY
JIMMY CONNORS TEN.
JOHN MADSEN 93
KAWASAKI CHALLENGE
KING OF MONSTERS
KRUSTYS FUNHOUSE
LETHAL WEAPON
MAGIC SWORD
MAGICAL QUEST
METAL JACKET
MONOPOLY
MYSTIC NINJA
NBA ALL-STAR CHALL.
NBA BASKETBALL
NHLPA HOCKEY 93
ON THE BALL
OUT OF THIS WORLD
PERILE BEACH GOLF
PGA TOUR GOLF
PHALANX
PRINCE OF PERSIA
PRO QUARTERBACK
PUGLEY'S HUNT
PUSH OVER

QBERT 3
RACE DRIVIN
RAMPART
RIVAL TURF
ROAD RITZ
ROBOCOP 3
ROGER CLEMENS BB
ROMANCE 3 KING II
SIN EARTH
SIMPSONS
SKINS GAME
SKULL JAGGER
SONIC BLAST MAN
SPOT BLAZER
SPACE FOOTBALL
SPACE MEGAFORCE
SPANKY'S QUEST
SPIDERMAN VS. X-MEN
STAR FOX

STRIKE GUNNER
SUPER BATTER UP
SUPER BOWLING
SUPER BUSTER BROS.
SUPER DOUB. DRAGON
SUPER MARIO KART
SUPER MARIO PAINT
SUPER STAR WARS
TWO JOON-BUSTER
TKO BOXING
T.M.N.T. IV
TOP GEAR
UNCHARTERED WATERS
VALIS IV
WHEEL OF FORTUNE
WING COMMANDER
WINGS 2
X-ZONE
ZELDA II

We Sell \$49.95
We Buy \$30.00

STREET FIGHTER 2
TECMO NBA BASKETBALL
SEGA GENESIS
We Sell \$14.95
We Buy \$3.00

ALTERED BEAST
FATAL LABYRINTH
FLIGHT
HONEY IT
SONIC THE HEDGEHOG
TARGET EARTH
TRUXTON
WHEELIE
ZOOM

We Sell \$16.95
We Buy \$7.00

AIR DIVER
ALEX KID ENCH
ARROW FLASH
COUNCILS ROBO KID
BATTLE SQUADRON
BIMINI RUN
BUDOKAN
BURNDOLPH FORCE
CYBERBALL
DE CAP ATTACK
DICK TRACY
FINAL ZONE
DYNAMIC DUKE
I SWAT
FAERY TALE ADV.
FINAL ZONE
FIRE SHARK
FORGOTTEN WORLDS
GHOSTBUSTERS
GHOULS AND GHOSTS
GOLDEN AXE
GRANADA
HARDBALL
HELLER
HERZOG ZWEI
INSECTOR X
JAMES POND
JOE MONTANA
JOHN MADSEN
JUNCTION
KLAX
LAKERS VS. CELTICS
LAST BATTLE
MIKE DITKA FOOTBALL

MOONWALKER
MYSTIC DEFENDER
PAT RILEY BASKETBALL
PHILLOS
RAMBO II
REV. OF SHINOBI
SHADOW BLASTER
SHADOW DANCER
SHADOW OF THE BEAST
SOCCER
SPACE HARRIER II
SPEEDBALL 2
SUPER HYDLIDE
SUPER MONACO GP
SUPER THUNDERBLADE
SUPER VOLLEYBALL
TECHNOPOP
THUNDERFORCE II
TOMMY LASORDA B.B.
TOURNAMENT GOLD
TRIPOLINE TERROR
TWIN COBRA
WINGS OF WAR

We Sell \$19.95
We Buy \$8.00

AFTERBURNER II
AIR BUSTERS
ALIEN STORM
ALIT
ALIVE
CLOCKWORK
BONANZA BROS.
BUSTER DOUG. BOXING
CALIBER 50
CLUTTERBURN
CRACKDOWN
CROSSFIRE
DARK CASTLE
DINGDOL
DINO RAMPART
GAIN GROUND
JAMES POND II
JEWEL MASTER
KID BLUNT
MARIO LEMIEUX HOCKEY
NHL HOCKEY
STRIDER
SUDDEN DEATH
SODAN
THUNDERFORCE III
THUNDER FOX
TROUBLE SHOOTER
TUNED

We Sell \$21.95
We Buy \$10.00

ALPHA DRAGON
ARCH RIVALS
ARCUS ODYSSEY
ATOMIC RUNNER
BACK TO FUTURE III
BATMAN
BATTELMASTER
FANTASIA
GAIA
GALAXY FORCE II
THE GOLDEN AXE II
GREENDO
GROWL
HARD DRIVEN
JOE MONTANA 2
JOHN MADSEN 92
KA GE
MARBLE MADNESS
MARVELAND
MERCS
MURKEY MOUSE
MIDNIGHT RESISTANCE
MUSHA

OUTRUN
PHANTASY STAR II
POWERBALL
QUACKSHOT
RAIDEN TRAD
RASTAN II
RBI BASEBALL 3
ROADBLASTERS
SAGUA
SOUL-DEACE
SPACE INVADERS 91
SPEEDBALL 2
STORMLODD
TASK FORCE HARRIER
TOKI
VALIS III

We Sell \$24.95
We Buy \$12.00

688 SB ATTACK
ABRAMS BATTLE TANK
BEAST WRESTLERS
BREACH
BUCK ROGERS
CADASH
COLUMBUS
DAVID ROBINSON
EL VIENTO
EXILE
FERRARI GRAND PRIX
FIGHTING MASTERS
F 22
IMMORTAL
MAVERICK
OLYMPIC GOLD
LEMMINGS
LHX ATTACK CHOPPER
LIGHTING FORCE
MIGHTY MAGIC
OUT LANDER
PAPERBOY 2
PGA TOUR GOLF
PHANTASY STAR III
PICKSIGN FOOTBALL
POWER MONGER
PREDATOR 2
PRO QUARTERBACK
RBI BASEBALL 4
RINGS OF POWER
RISKY WOODS
ROAD RITZ
ROLLED TO THE RESCUE
SIMPSONS
SLIME WORLD
SORCERER'S KINGDOM
SPORTSTALK BASEBALL
SPORTSTALK FTBALL 93
STEEL TALONS
SUNSET RIDERS
SUPER HIGH IMPACT
SUPER MONACO GP 2
SUPER OFF ROAD
SUPER SMASH TV
SUPER WRESTLEMANIA
SWAMP THING
SYD OF VALIS
TALESIN
TERMINATOR
TERMINATOR 2: ARCADE
MPS MACMAN

We Sell \$24.95
We Buy \$12.00

MYSTICAL FIGHTER
PACMANIA
ROLLING THUNDER 2
T.OE JAM & EARL
TRAYSA
TWO CRUE DUDES
WONDER BOY M/LAND
WARRIOR ETERNAL SUN
WARRIOR OF ROME II
WARSUNG
WORLD TROPHY SOCCER

We Sell \$29.95
We Buy \$15.00

AQUATIC GAMES
AMERICAN GLADIATORS
ANDRE AGASSI TENNIS
BO HAZZARD BATTLE
BULLS VS. LAKERS
CAL RIPKEN JR. BB
CHAKAN: FOREVER MAN
CHUCK ROCK
CORPORATION
CRUEBALL
CYBER GOLF
EVANOR: WOLFFIELD
GOLF FOREMAN BOX.
G-L-OC
GLOBAL GLADIATOR
GOLF
HEAVY NOVA
HUMANS
INDIANA JONES CRUS.
JAMES BOND 007
JEN. CAPRATTI TENNIS
JORDAN VS. BIRD
KRUSTYS FUNHOUSE
LEADER BOARD GOLF
LEMMINGS
LHX ATTACK CHOPPER
LIGHTING FORCE
MIGHTY MAGIC
OUT LANDER
PAPERBOY 2
PGA TOUR GOLF
PHANTASY STAR III
PICKSIGN FOOTBALL
POWER MONGER
PREDATOR 2
PRO QUARTERBACK
RBI BASEBALL 4
RINGS OF POWER
RISKY WOODS
ROAD RITZ
ROLLED TO THE RESCUE
SIMPSONS
SLIME WORLD
SORCERER'S KINGDOM
SPORTSTALK BASEBALL
SPORTSTALK FTBALL 93
STEEL TALONS
SUNSET RIDERS
SUPER HIGH IMPACT
SUPER MONACO GP 2
SUPER OFF ROAD
SUPER SMASH TV
SUPER WRESTLEMANIA
SWAMP THING
SYD OF VALIS
TALESIN
TERMINATOR
TERMINATOR 2: ARCADE

We Sell \$24.95
We Buy \$12.00

MYSTICAL FIGHTER
PACMANIA
ROLLING THUNDER 2
T.OE JAM & EARL
TRAYSA
TWO CRUE DUDES
WONDER BOY M/LAND
WARRIOR ETERNAL SUN
WARRIOR OF ROME II
WARSUNG
WORLD TROPHY SOCCER

TOXIC CRUSADER
TYRANTS
VALIUS
VAPOR TRAIL
WARRIOR ETERNAL SUN
WARRIOR OF ROME II
WARSUNG
WORLD TROPHY SOCCER

We Sell \$39.95
We Buy \$20.00

ARIEL, THE LIT. MERMAID
BATMAN RETURNS
BATMAN: REV. OF JOKER
BATTLE TODDS
CAPTAIN AMERICA
CLUE
DESSERT STRIKE
DOUBLE DRAGON 3
ECCO THE DOLPHIN
GADGET TWINS
GEMFIRE
JEOPARDY
JOHN MADSEN 93
LOTUS TURBO CHALL.
MADONNA
MUHAMMAD ALI BOXING
NBA ALL-STAR CHALL.
NHLPA HOCKEY 93
NINJA
ROAD RASH 2
ROMANCE 3 KING II
SOCK
SONIC 2
SPATTERSHOOTER 2
STRIKER II
SUPERMAN
TAMZANIA
TEAM USA BASKETBALL
TMT HYPERST HEIST
TONY LARUSSA BB
UNCHARTERED WATERS
WHEEL OF FORTUNE
WORLD OF ILLUSION
X-MEN

We Sell \$34.95
We Buy \$20.00

BATMAN RETURNS
BLACK HOLE ASSAULT
CHUCK ROCK
C + C MUSIC
COBRA COMMAND
DUNCEON MASTER
HOCK
KRIS KROSS
MARKY MARK
NIGHT TRAP
PRINCE OF PERSIA
RISE OF THE BASTARD
ROAD AVINGER
SEWER SHARK
WOLF CHILD
WONDER DOD

We Sell \$34.95
We Buy \$20.00

BATMAN RETURNS
BLACK HOLE ASSAULT
CHUCK ROCK
C + C MUSIC
COBRA COMMAND
DUNCEON MASTER
HOCK
KRIS KROSS
MARKY MARK
NIGHT TRAP
PRINCE OF PERSIA
RISE OF THE BASTARD
ROAD AVINGER
SEWER SHARK
WOLF CHILD
WONDER DOD

WE ALSO BUY & SELL ALL

NINTENDO TITLES

718-229-1435

We Have Many More Titles Available That Are Not In This Ad. Prices quoted on telephone.

Send \$1.00 for huge catalogue of over 1200 titles for Nintendo, Super Nintendo, Gameboy, Sega Genesis, Sega Master and Sega CD.

ORDERING INSTRUCTIONS: Send orders to Play It Again, P.O. Box 6718, Flushing, NY 11365. Attn: Order Dept. PLEASE PRINT CLEARLY. NO FOREIGN ORDERS. Add \$4.00 for shipping and handling on each order. We ship by Alaska, Hawaii and Puerto Rico. NO CREDIT CARDS ACCEPTED. NO. C.O.D. Orders. New York residents must add appropriate sales tax. Personal check will delay shipment up to three weeks. \$8.50 for United Parcel Service and U.S. Mail. If you order three or more cartridges in one order and list alternatives for each, we will pay the shipping (U.S. only). We reserve the right to refuse any order. All used cartridges are sold with a ONE YEAR limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence.

SHIPPING INSTRUCTIONS: Send games to: Play It Again, Dept. 1B, 67-25B 186 Lane, Flushing, NY 11365. PLEASE PRINT CLEARLY. Wrap cartridges securely. Include a list of what you are selling with your name, address and telephone number. If you send 5 (five) or more cartridges in one shipment we will add \$2.00 to the total amount due. Please ship by UPS or U.S. Mail. **Sega Genesis and Sega Master** cartridges must be shipped with the complete box. We will deduct \$1.00 for each missing instruction book case and \$5.00 for missing slip case and \$5.00 for missing Super Nintendo and \$2.00 for each missing Gameboy box. We do not accept Sega Genesis Games without complete original box. We deduct \$3.50 for any cartridges we have to ship back to you. If your games are not received by August 31, 1993, we will pay you using lit #28 effective September 1, 1993. **IN EUROPE ONLY - Contact Video Vauld Ltd., Evergreen Road, Cork, Ireland. Phone 353 21 966710 Fax 353 21 966710** Minimum order 100 games

We are not related to or endorsed by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors. All items subject to availability. ©PLAY IT AGAIN 1993. All Rights Reserved.



The SN ProgramPad Leaves 'Em



The SN ProgramPad for Super NES is a force to be reckoned with. Its 30 pre-programmed buttons, including a secret code, give YOU the power to blow your opposition right out of the water. Imagine possessing the only pad that KNOWS 20 special Street Fighter II™ moves and 9 special Fatal Fury™ moves! That's right, they're already in there, just wait-

ing for you to punch a button. And if those aren't enough for you, just program 6 of your own power moves to totally crush your enemy. All this plus variable auto-fire & slow motion, 8-way directional control, and an LCD screen! After all, when you're up against sharks, you do what it takes to win.

The SN ProgramPad
- now you can make your own rules.



Dead In The Water.

STD

110 Lakefront Drive
Hunt Valley, MD 21030 **410-785-5661**



Available at:
Electronics Boutique, Kay Bee Toys,
Software Etc., Best Products,
Babbage's, and more.

PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!



Screen shots shown are from the Super NES version of the game.

The name of the game



Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131



Nintendo
ENTERTAINMENT
SYSTEM™

SUPER NINTENDO
ENTERTAINMENT SYSTEM™



© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

GAME BOY

The
**Addams
Family™**

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!